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# CIVIL / STRUCTURAL ENGINEERING

CAREER PATH FROM THE FUTURE TO THE PRESENT



Labib Funk + Associates  
Structural | Shoring | Civil Engineers

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LABIB FUNK & ASSOCIATES  
UCLA online Seminar  
CEE 1  
2021.10.15

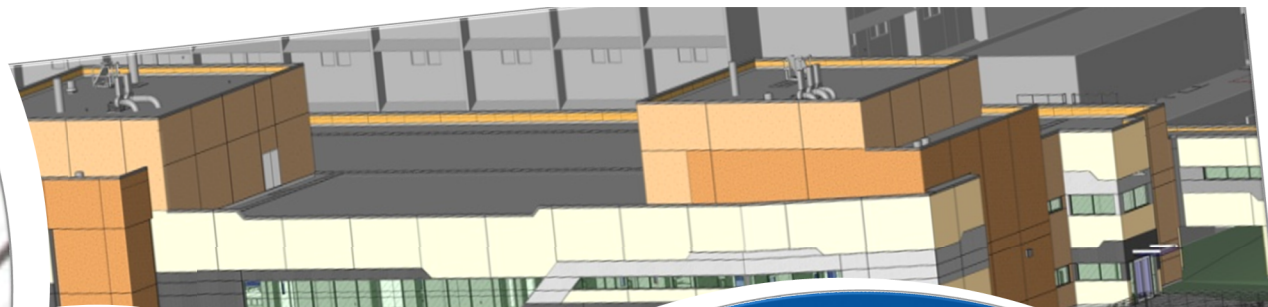
# AND YOU ARE?

- I am you (probabilistically)
- From the future
- Here to share a glimpse of possibilities
- Derived from a shared experience
- With actionable information











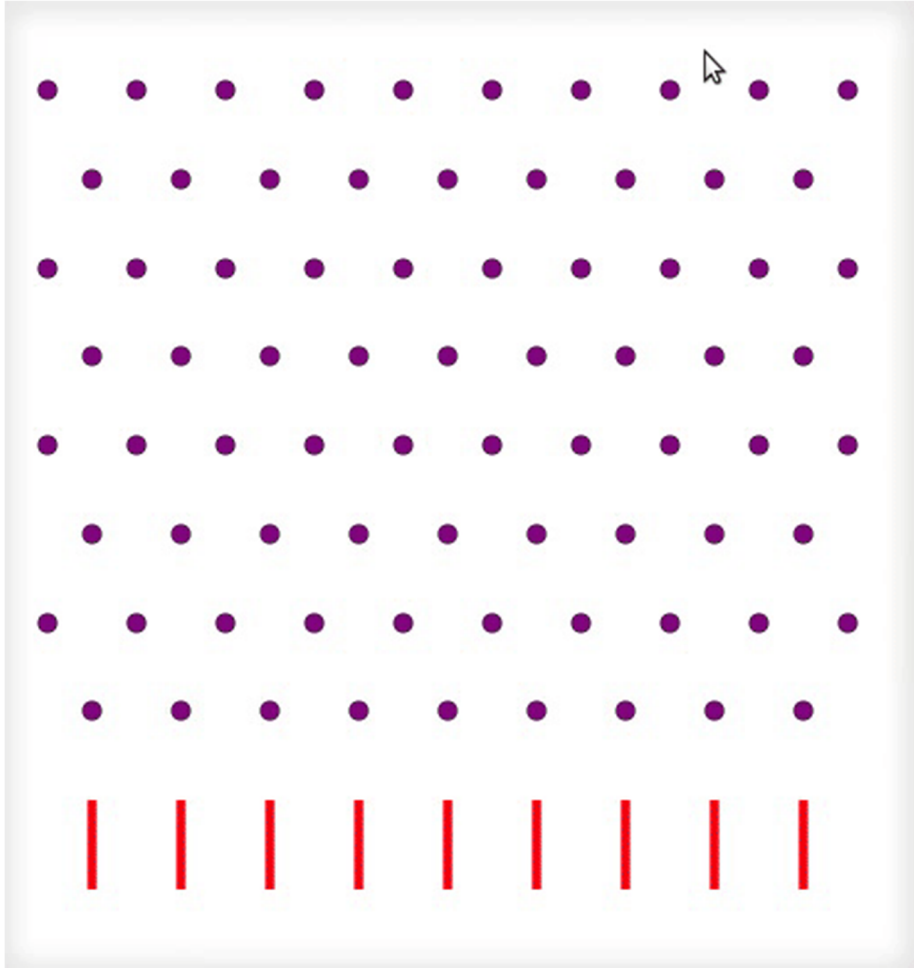


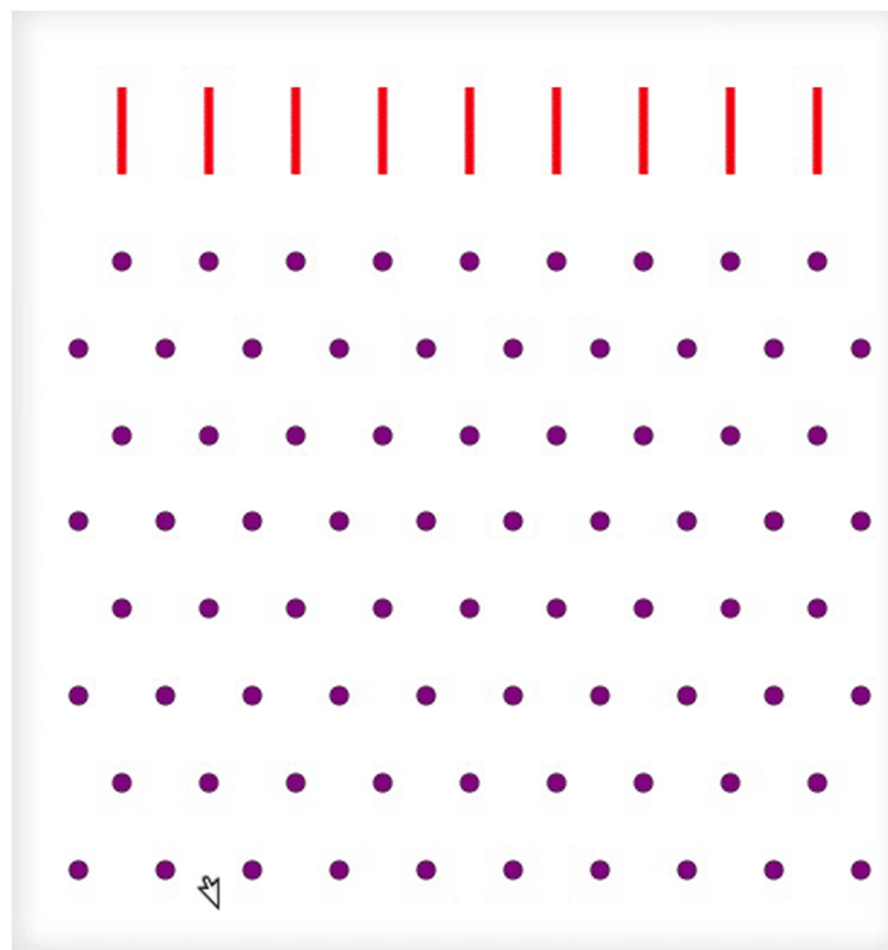
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# CIVIL ENGINEERING BRANCHES

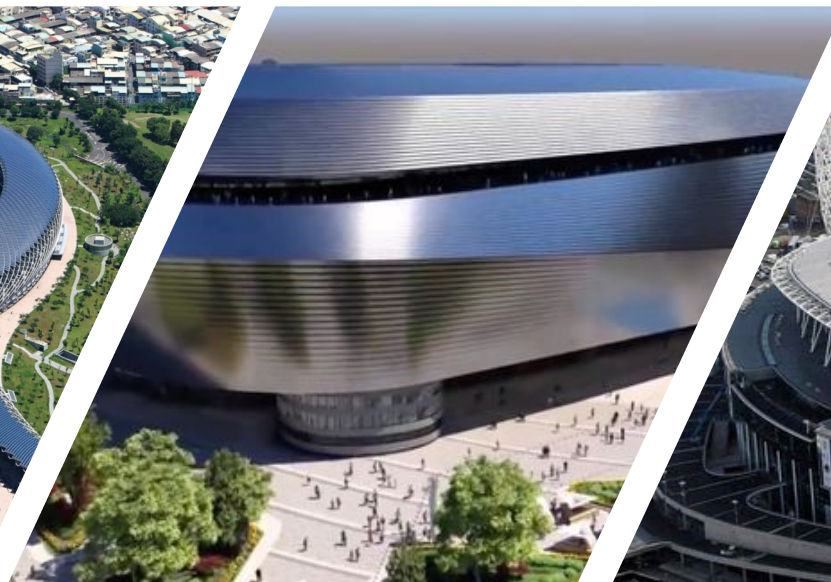
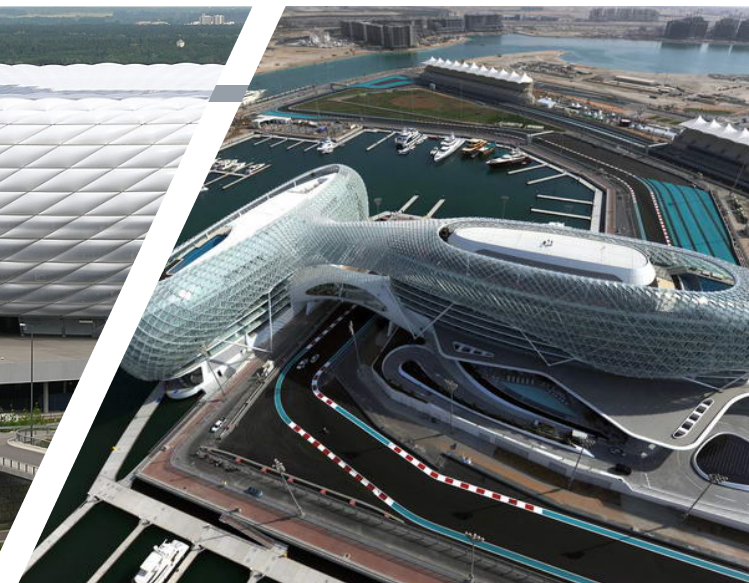
- General Civil
- Transportation
- **STRUCTURAL**
- Geotechnical
- Construction (Management)
- Environmental
- Water Resources
- Solid Waste & Wastewater



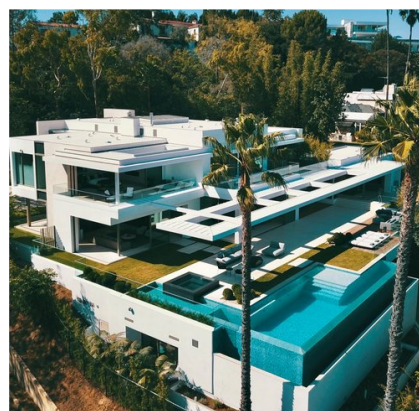
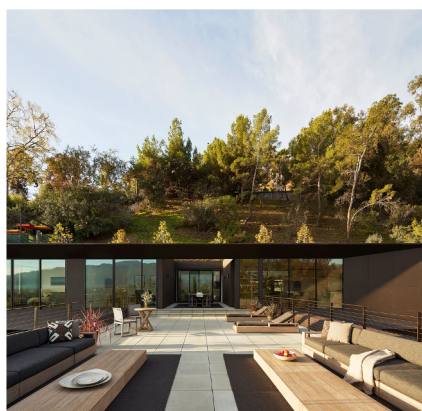
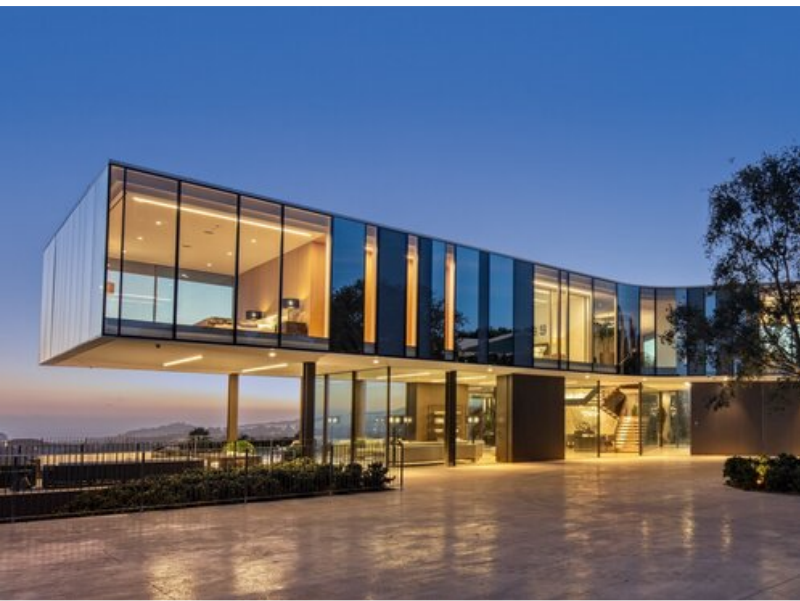












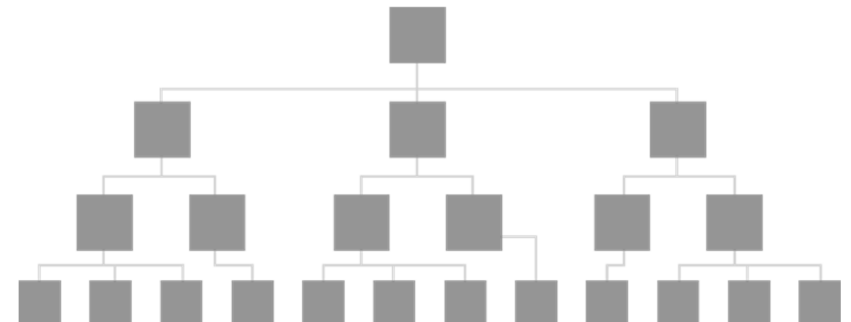
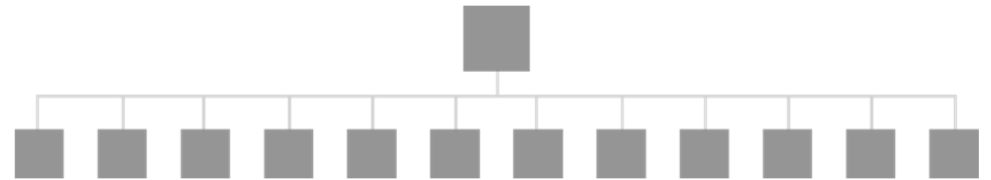
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## CAREER PATHS

- Engineer (Private or Public)
- Jurisdiction – Plan Check Engineer
- Institution – Facilities Manager
- Academia
- Product Development / Sales (Structural Technologies)
- Construction
- Software Development
- Many others

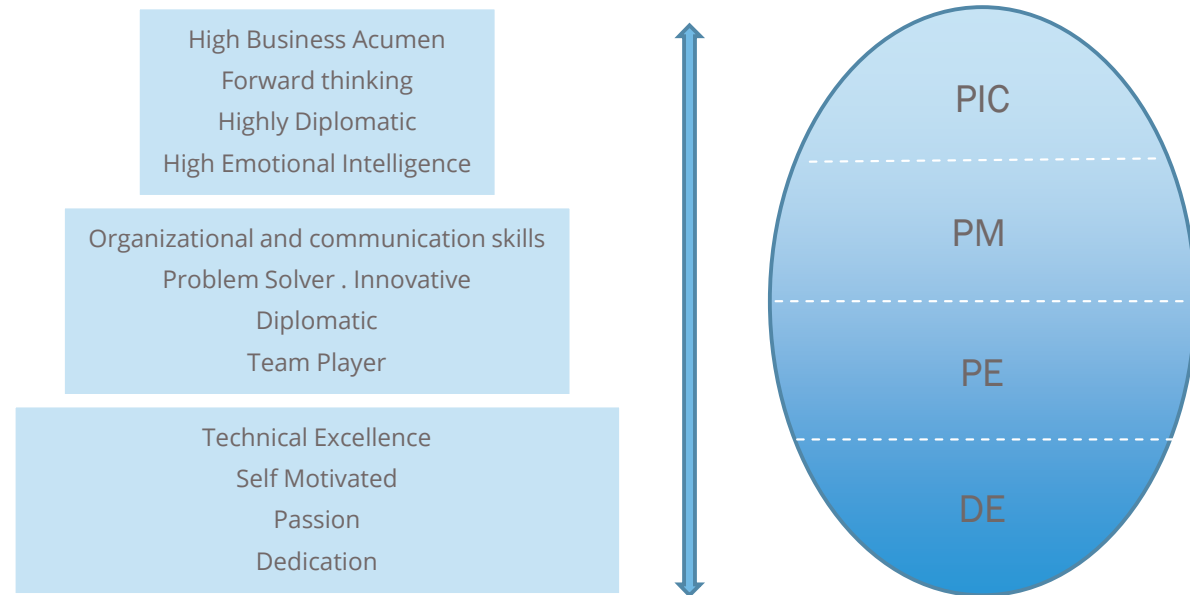
## ORGANIZATIONAL STRUCTURES

- None
- Flat
- Hierarchal
- Multi-Office (non) Centralized



## POSITIONS & SKILLSETS

- Owner
- Principal in Charge - PIC
- Project Manager - PM
- Project Engineer - PE
- Design Engineer - DE



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## POSITION ROLES

### OWNER

- Get Work!
- Lead Principals
- Manage Accounting
- Manage Admin
  - Insurance
  - Human Resources
  - Regulatory Compliance
- Plan Ahead . Anticipate & React to Market Conditions
- Manage some projects

### PRINCIPAL IN CHARGE

- Get Work!
- Main Client Contact for Executive Decisions
- Lead Project Managers
- Manage billing / invoicing for own projects
- Oversee Executive Decisions
- Risk Management
- Education
- Recruiting . Interview
- Personnel Issues
- Many other Tasks

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## POSITION ROLES [CONT.D]

### PROJECT MANAGER

- Service . Manage Clients
- Schedule . Allocate the Work
- Executive Designer
- Lead engineering team
- Manage billing / invoicing for own projects
- Collaborate with other PM's
- Delegate . Train . Mentor . Feedback
- Try to get Work!

### PROJECT . DESIGN ENGINEER

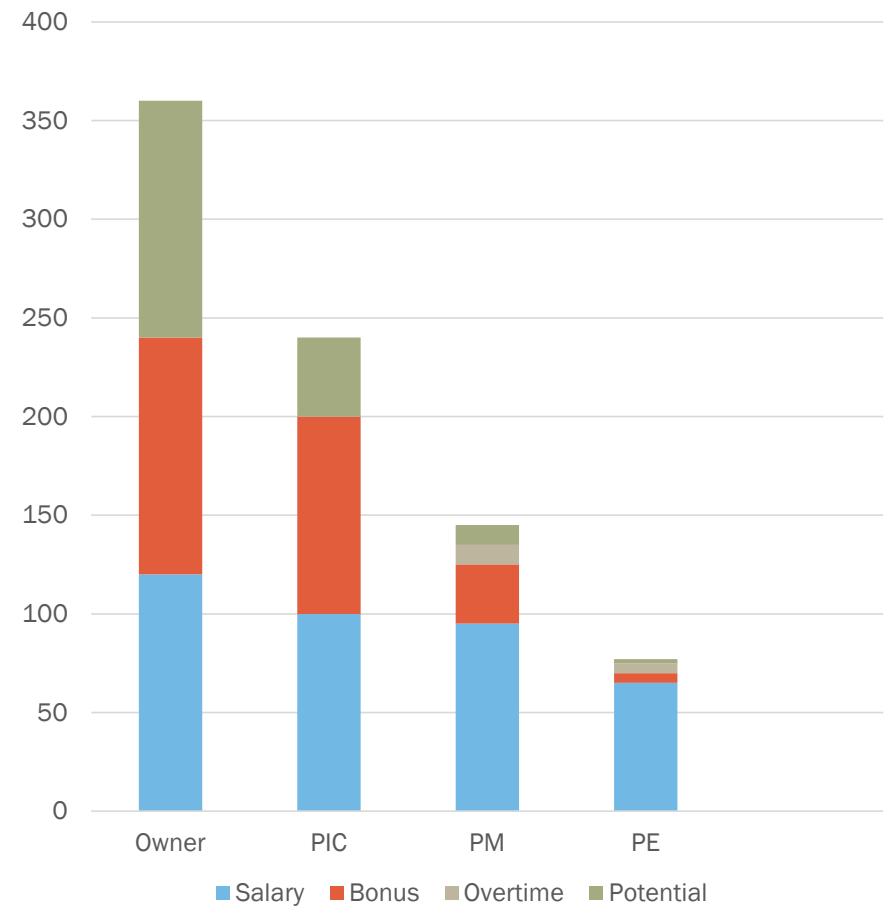
- Get work done!
- Learn in the process
- Self development
- Manage own time on multiple projects
- Look ahead and emulate



## COMPENSATION

- Changes over time to be more incentive / bonus Based
  - Entry Level – Mainly Salary . Small Bonuses
  - PM – ½ Salary ½ Bonus (roughly)
  - Owner / Principal – Small Salary . Mostly Bonus
- Salary
  - Region
  - Size of Firm
  - Type of Work (Funding Source)
  - Economy (\$50k - \$80k+, \$300k+, \$1M+)
- Bonus
  - Depends on model
  - 2% - 15%

Sample Compensation Distribution (\$k)



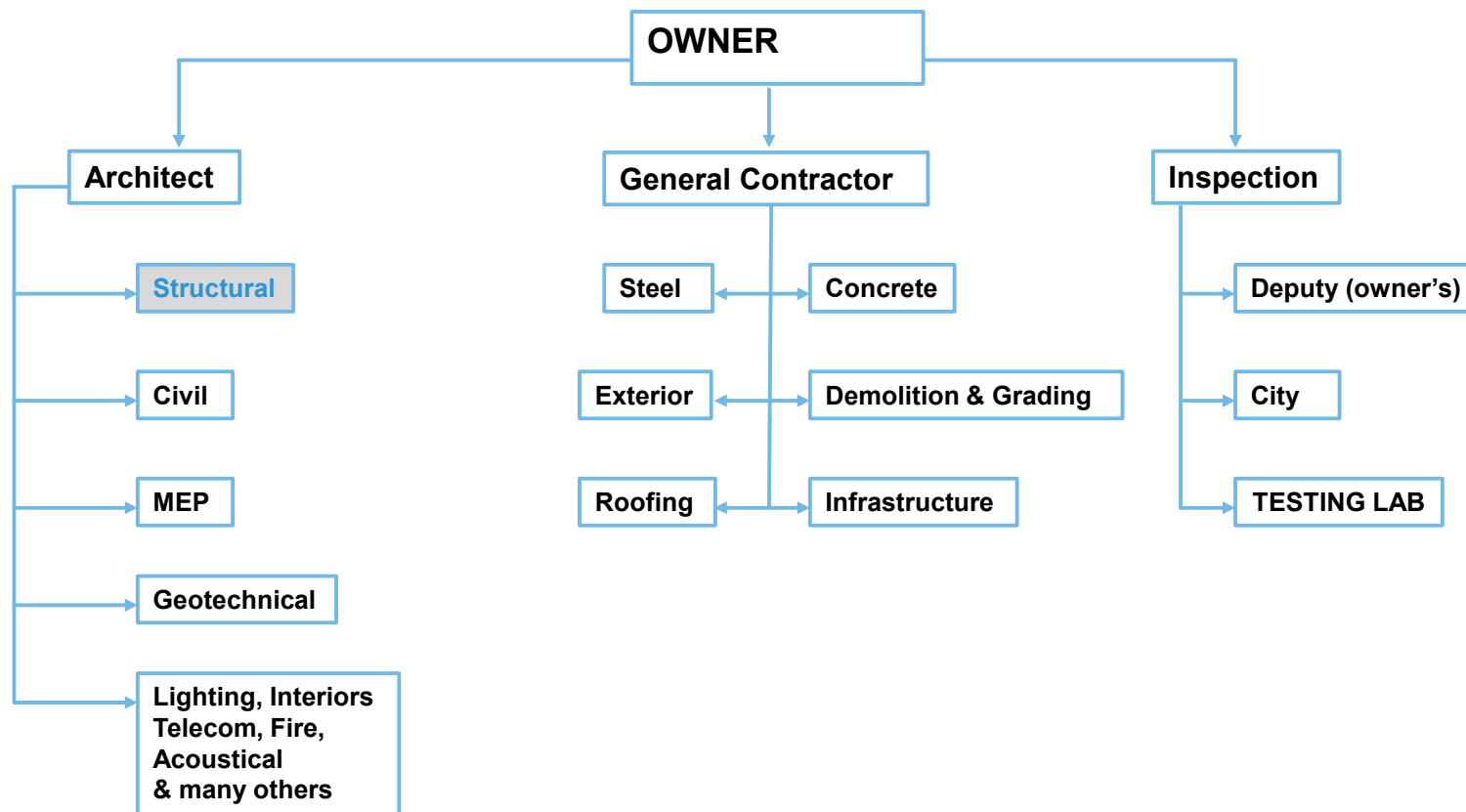


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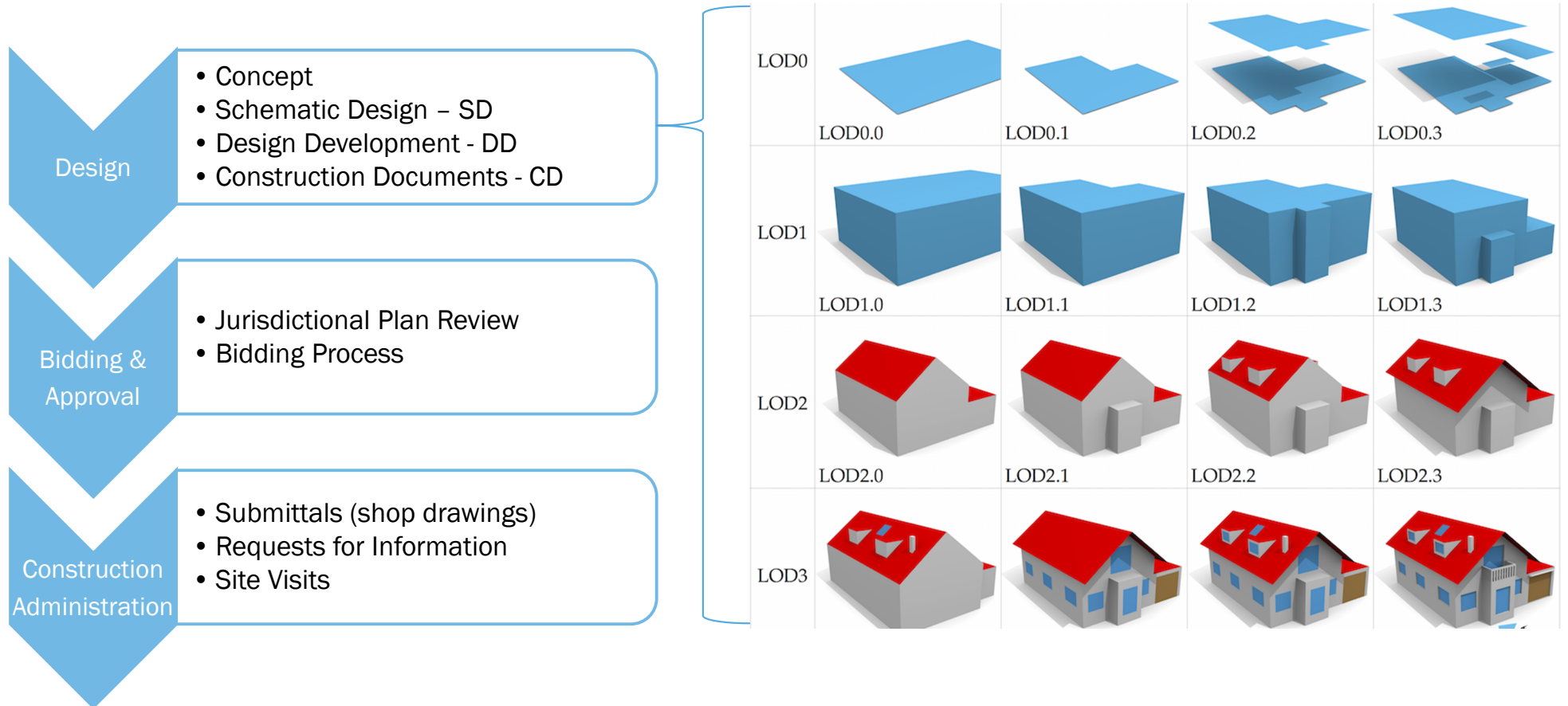
## TYPICAL BENEFITS & COMPENSATION

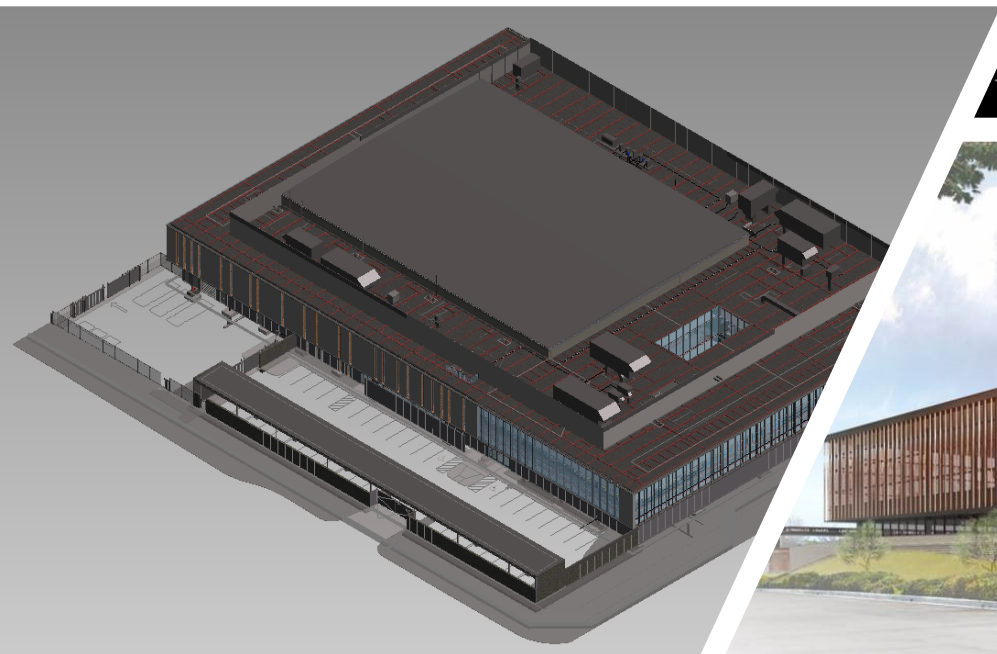
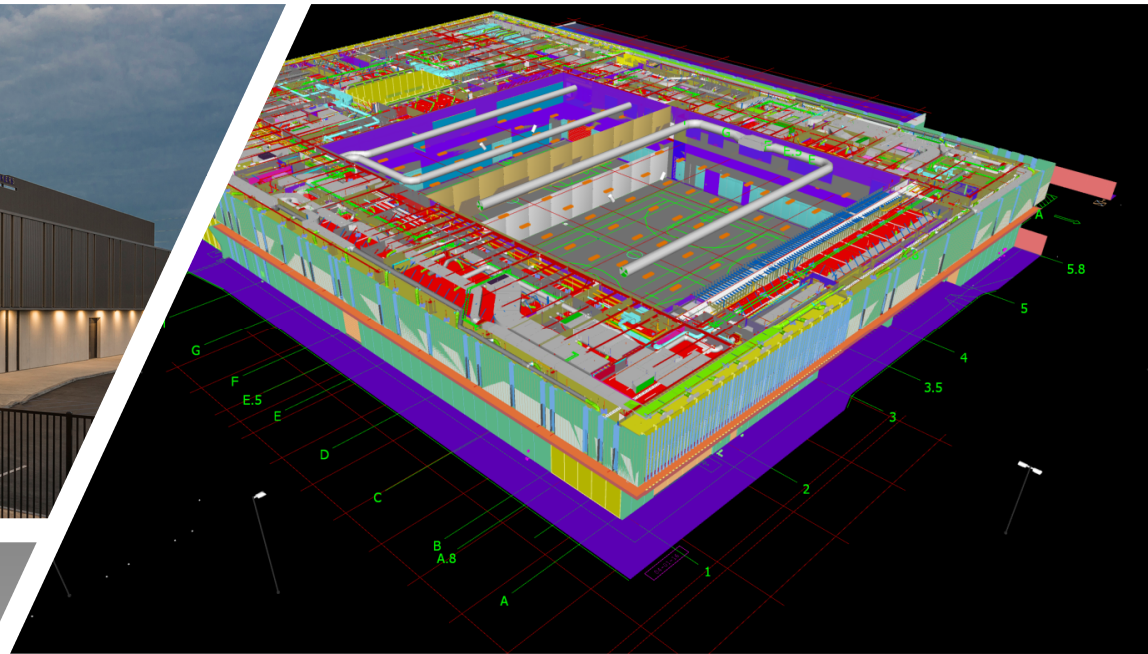
- Salary
  - Region
  - Size of Firm
  - Type of Work (Funding Source)
  - Economy (\$50k - \$80k+, \$300k+, \$1M+)
- Bonus
  - Depends on model
  - 2% - 15%
- 401k – None / Offered / Funded / Matching
- Profit Sharing (deferred bonus)
- Long Term Incentive w/ Maturation
- Ownership – Many models including:
  - Employee = Owner
  - No ownership transition
- Consider Cost of Living Index (LA vs SF ~ 15-20%)
- Consider Commute Time / Cost

## DESIGN / CONSTRUCTION TEAMS

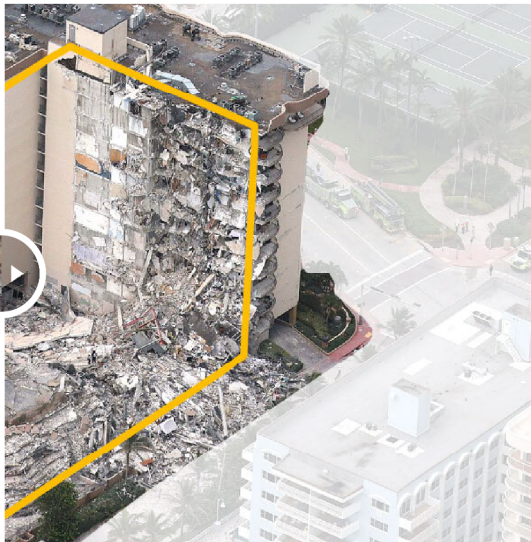
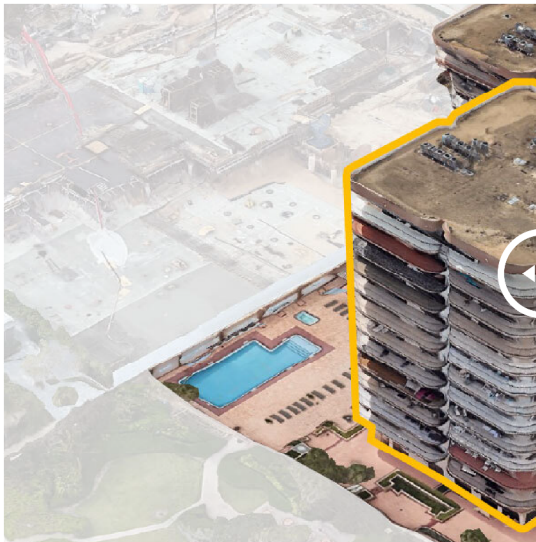
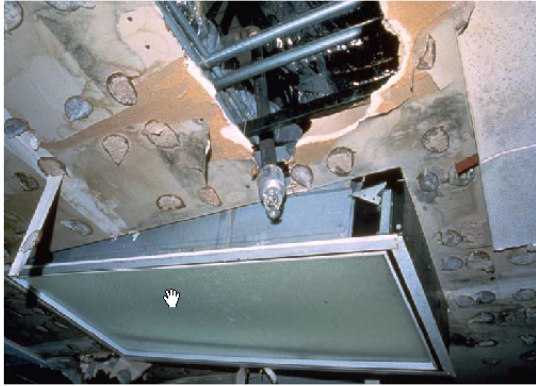


# PROJECT PHASES

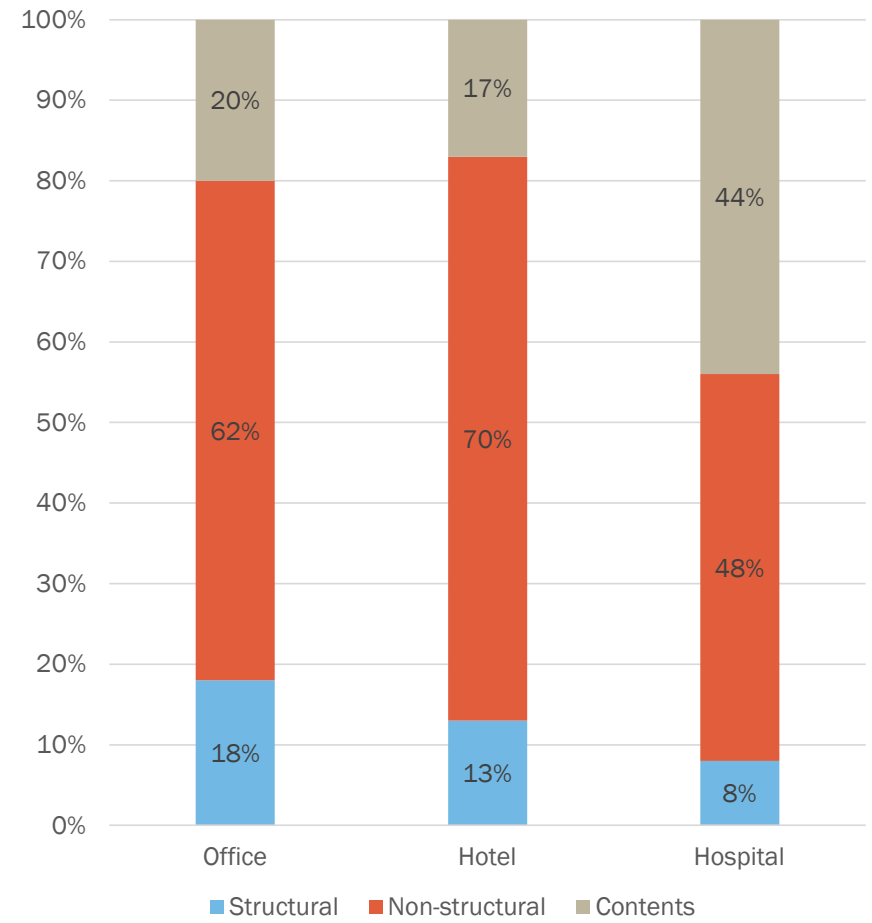


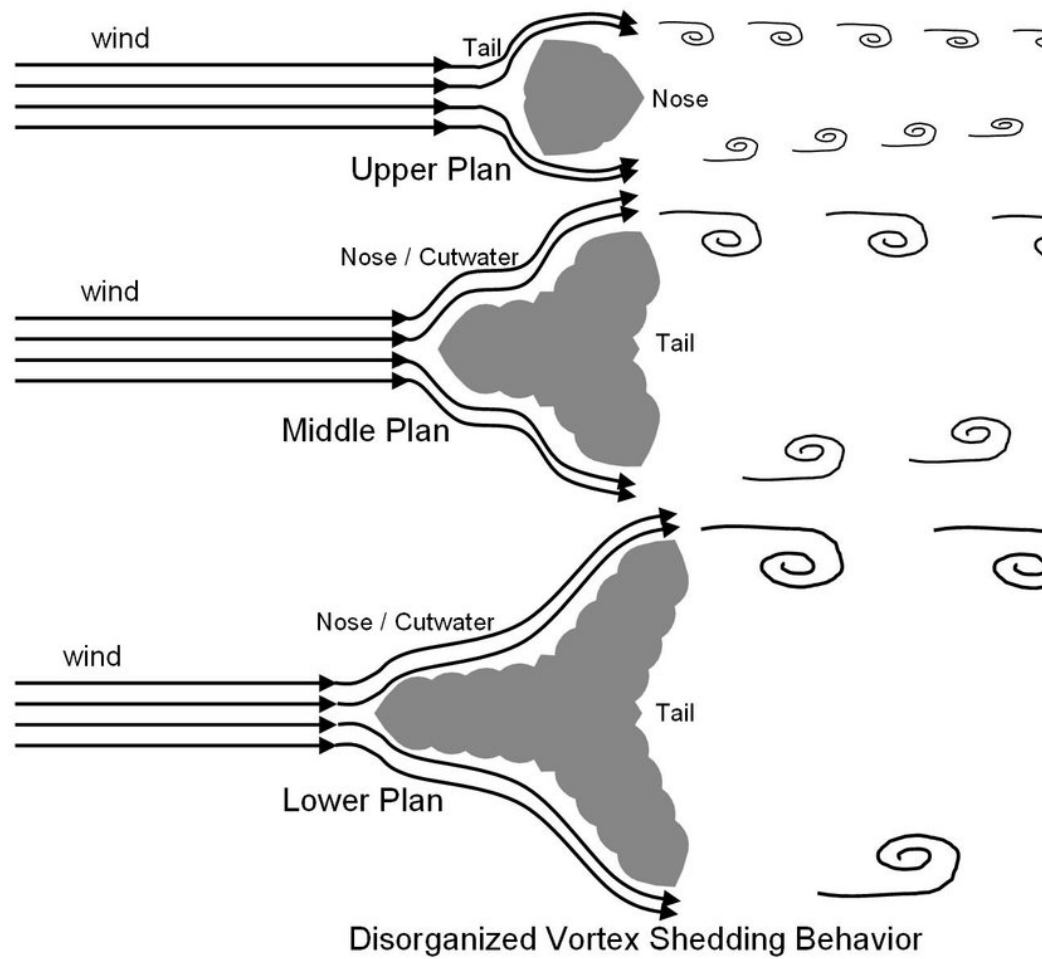


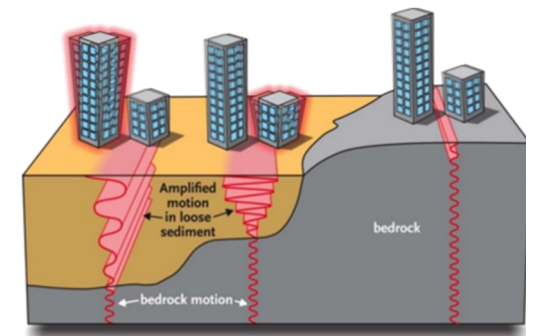
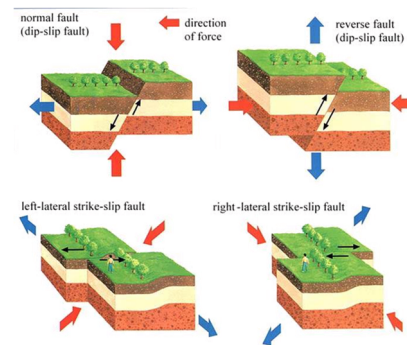
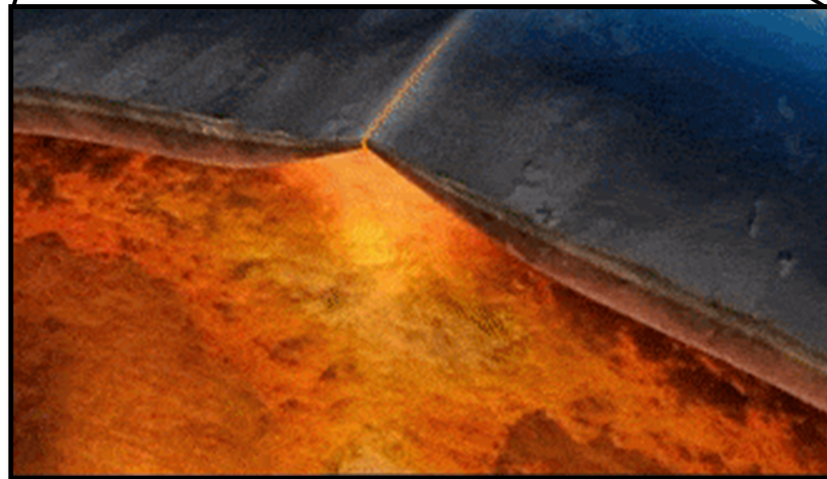
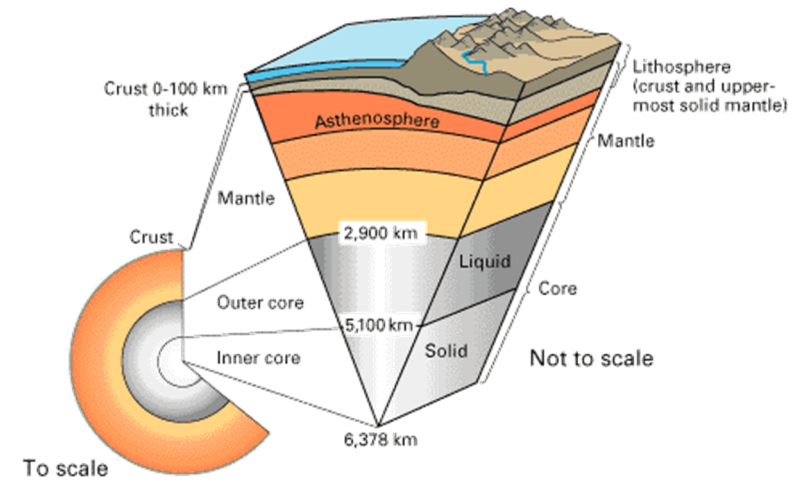
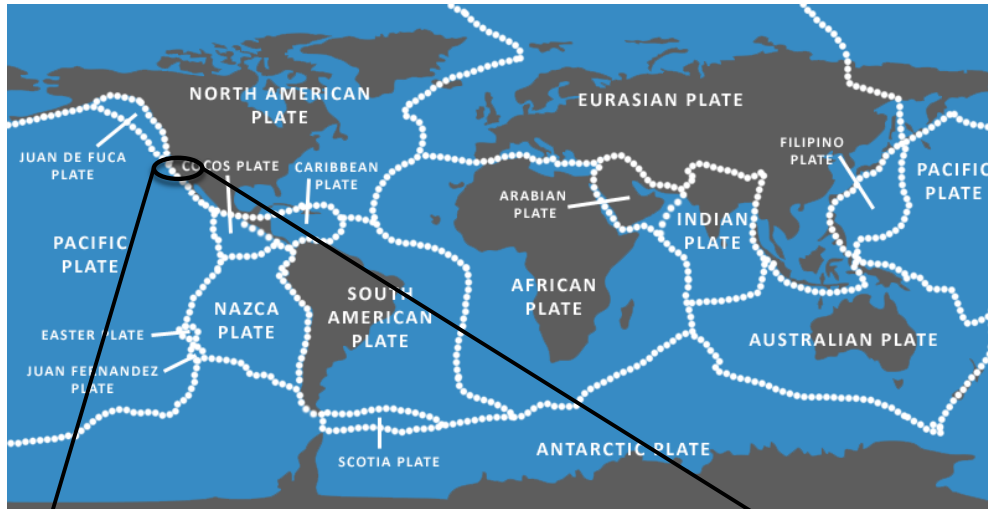




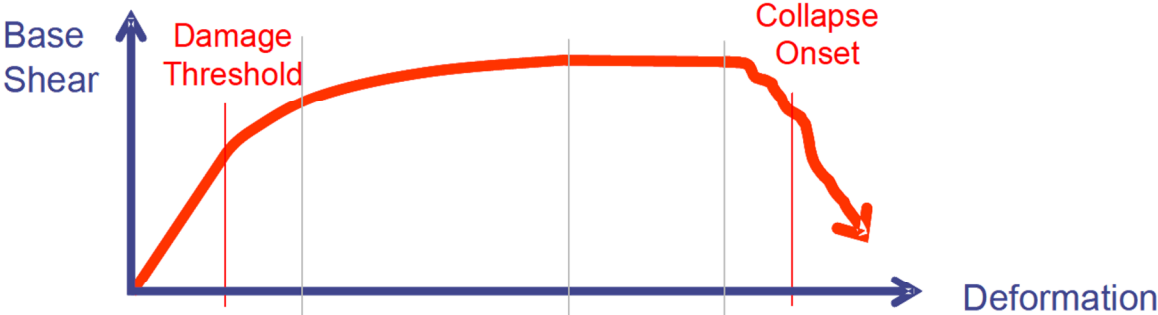
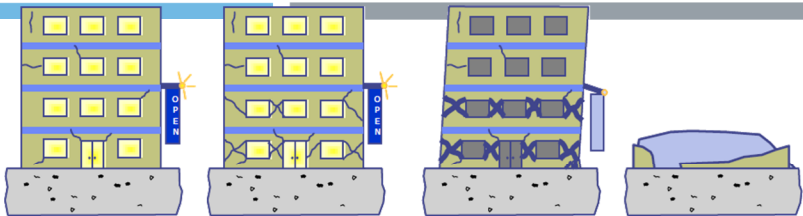
Building Value







# PERFORMANCE OBJECTIVES



**EARTHQUAKE PERFORMANCE LEVEL**

	FULLY OPERATIONAL	OPERATIONAL	LIFE-SAFE	NEAR COLLAPSE
FREQUENT				
OCCASIONAL				
RARE				
VERY RARE				

Immediate  
Occupancy

Life  
Safety

Collapse  
Prevention

EARTHQUAKE DESIGN LEVEL

BASIC OBJECTIVE

ESSENTIAL/HAZARDOUS OBJECTIVE

SAFETY CRITICAL OBJECTIVE

ISOLATED BUILDING

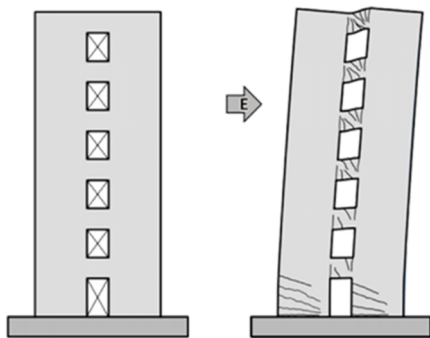
OLDER STRUCTURES



# STRUCTURAL SYSTEMS . CONVENTIONAL



Moment Frames



Shear Walls



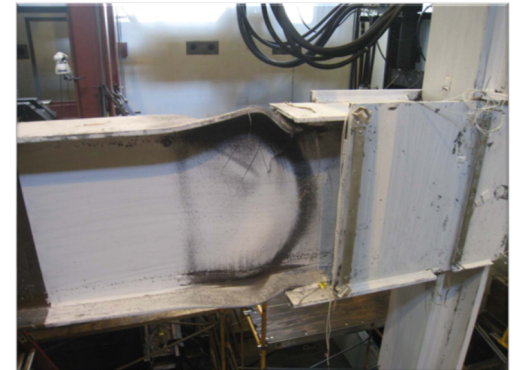
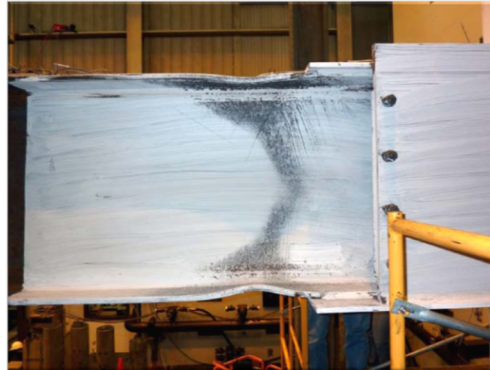
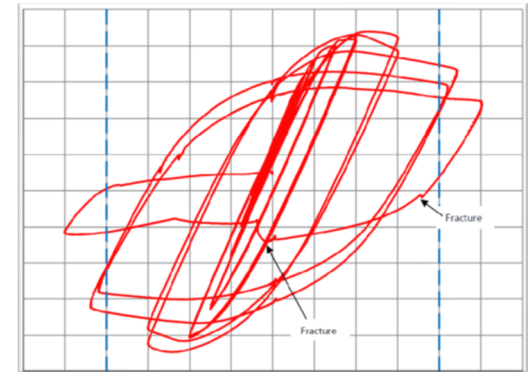
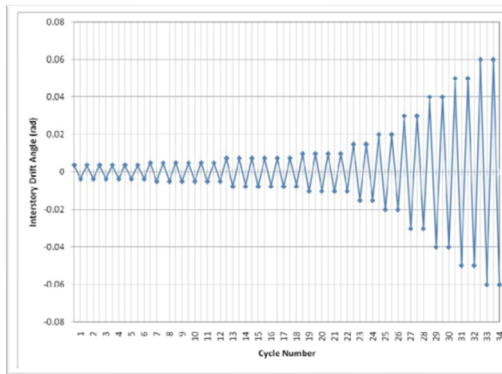
Braced Frames

## Energy Dissipating Mechanism

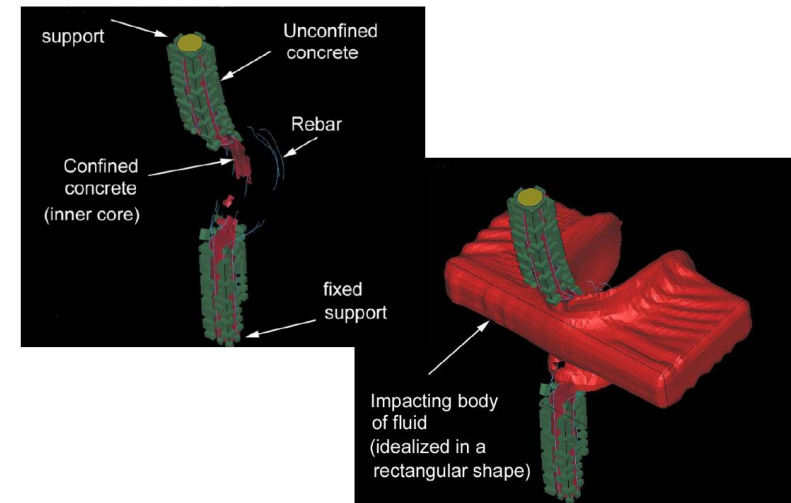
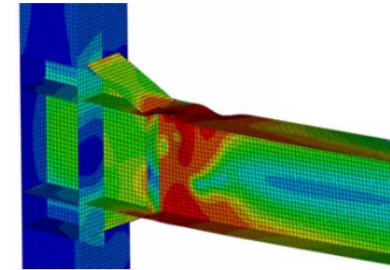
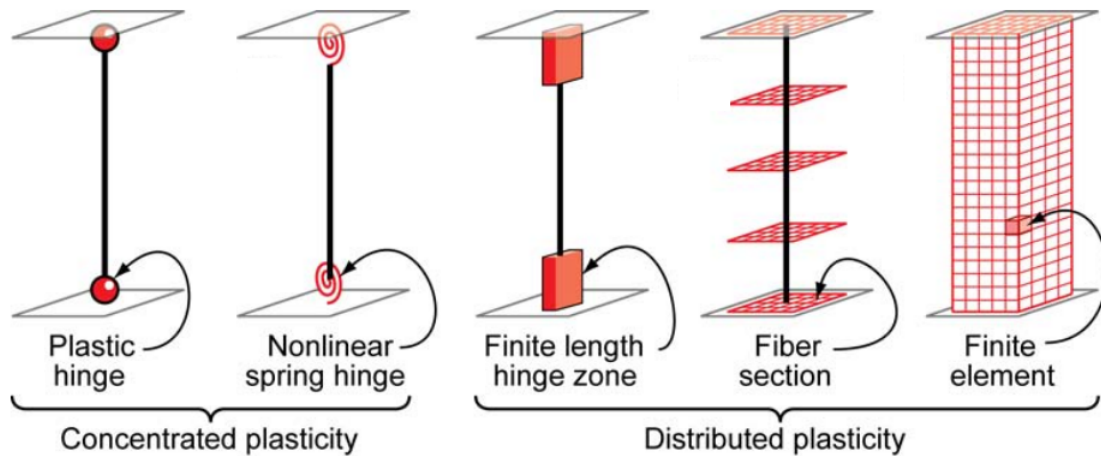
		<u>Cyclic Behavior</u>	<u>Post-EQ Cost</u>	<u>Estimated Cost Ratio</u> (Repair / 1st Cost)
Moment Frames			Extensive Repair	0.25
Eccentric Braced Frames			Moderate Repair	0.13
Coupled Shearwalls w/Shear Link			Moderate Repair	0.15
Unbonded Steel Brace			Minimum Repair	0.13
Moment Frames w/Dampers			Minimum Repair	0.07
Base Isolation			Minor Repair	0.04

# COMPONENT TESTING

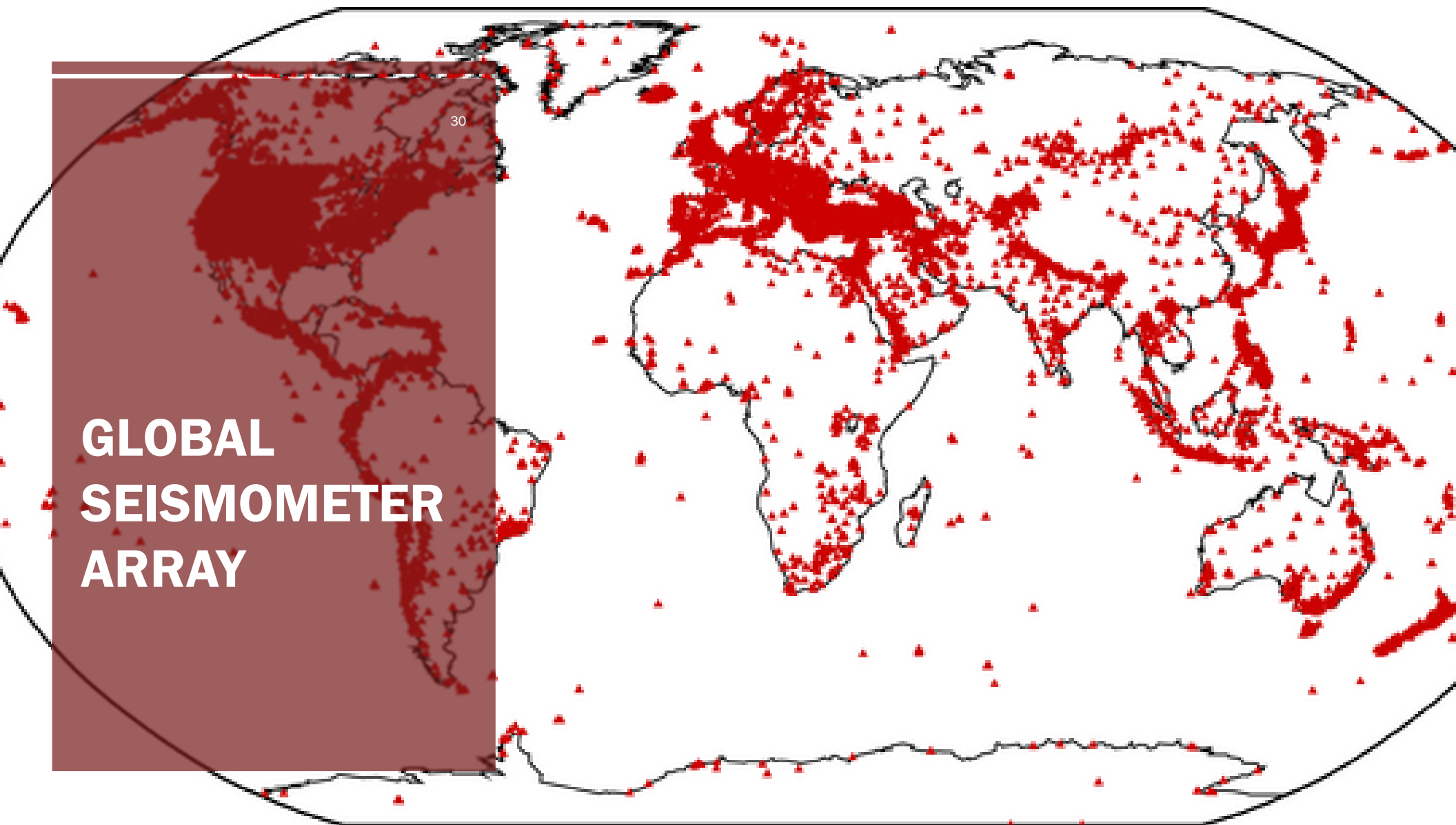
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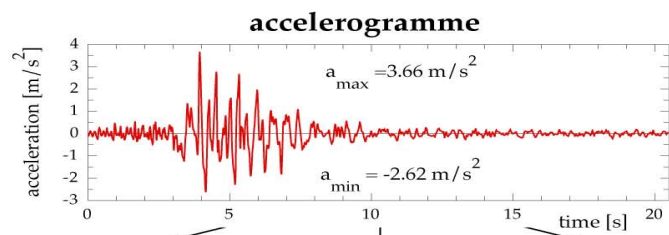


# NONLINEAR ANALYTICAL MODELS FRAME ELEMENTS



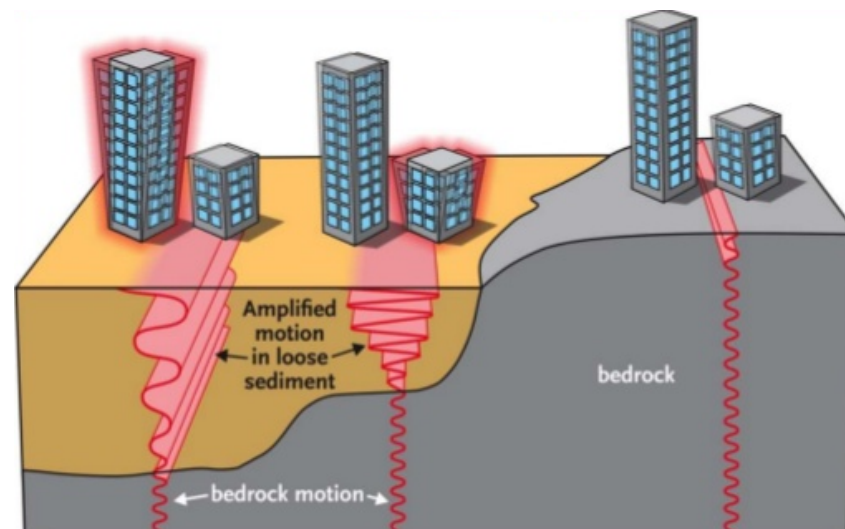
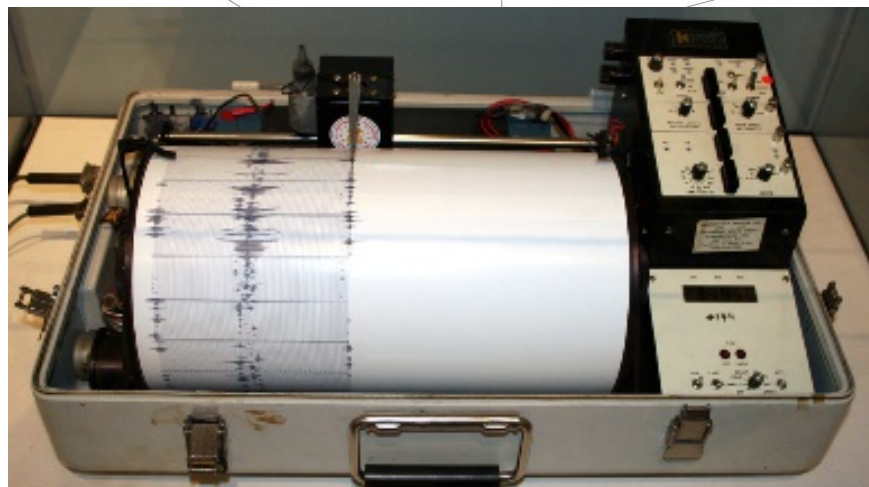
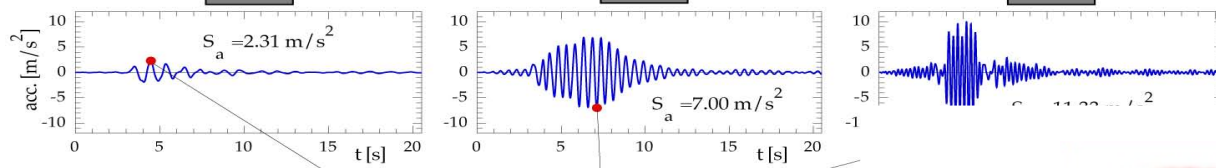
# GLOBAL SEISMOMETER ARRAY





...  
linear behavior

...  
damping ratio:  $\zeta$





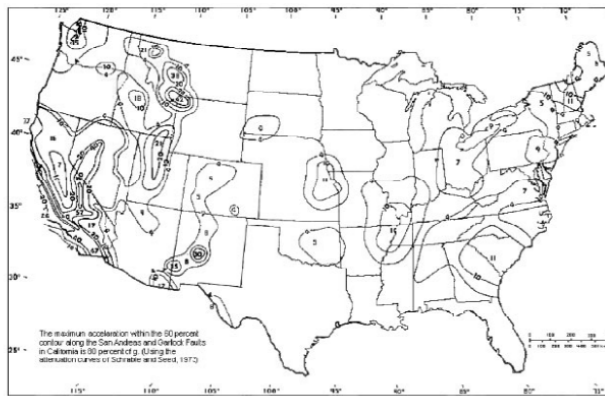
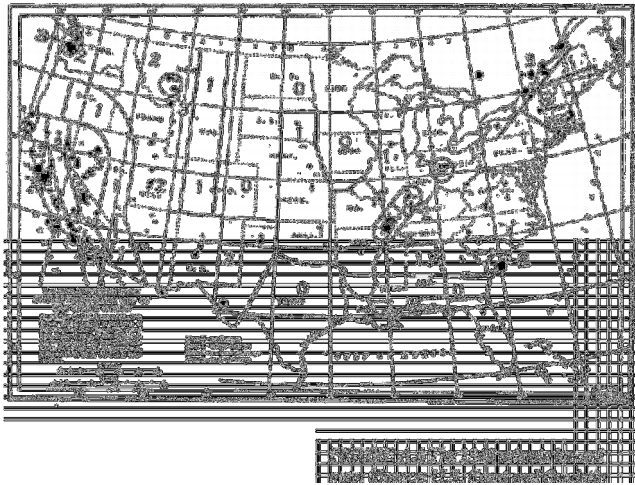


Figure 2-3 1976 USGS seismic accelerations map- estimated maximum acceleration contours on rock, developed by Algermissen and Perkins. Republished courtesy of ATC; originally published in ATC-3 06.

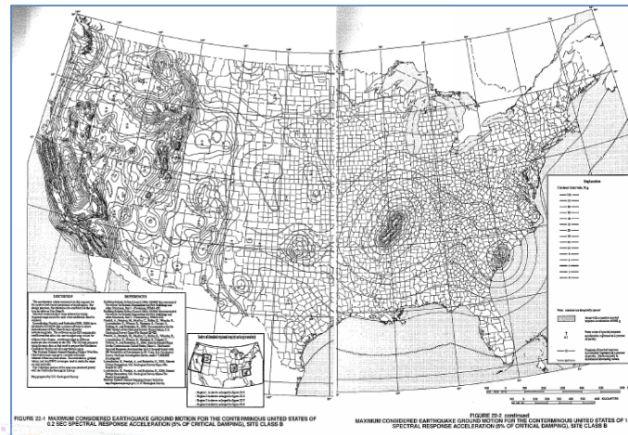
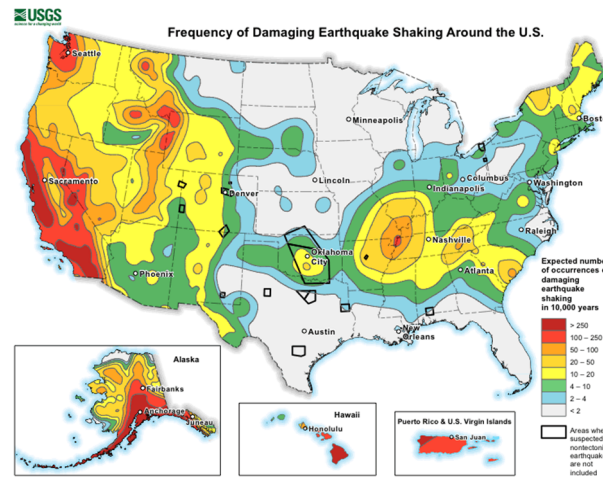
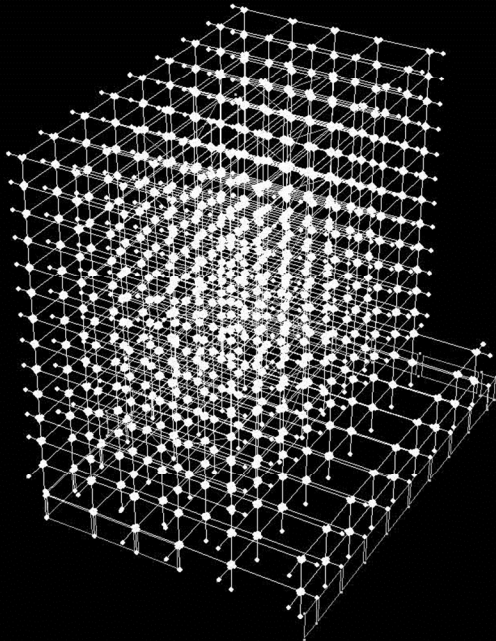
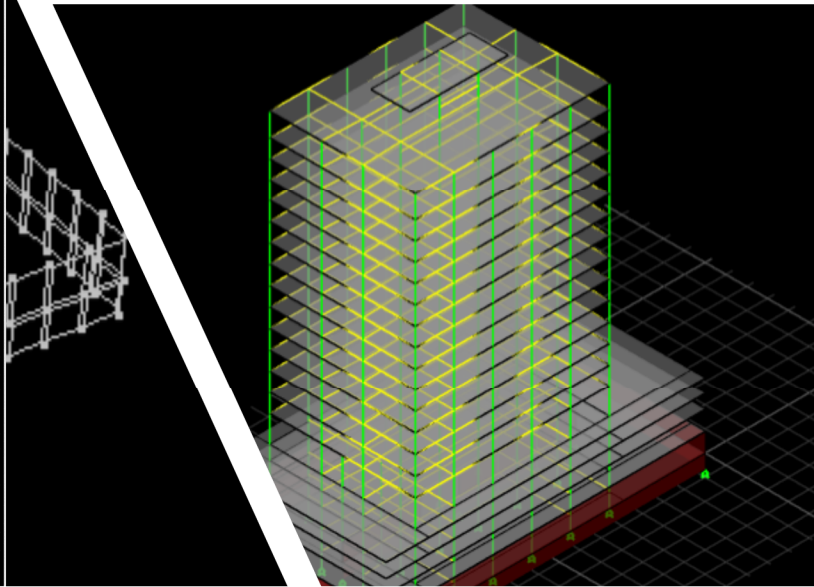
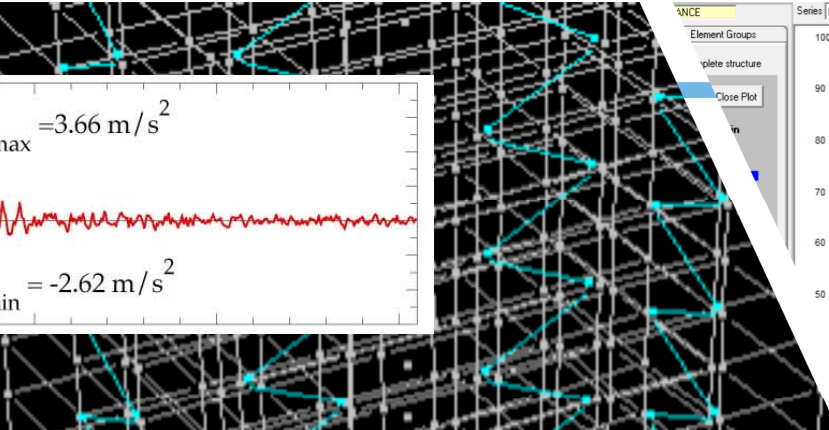


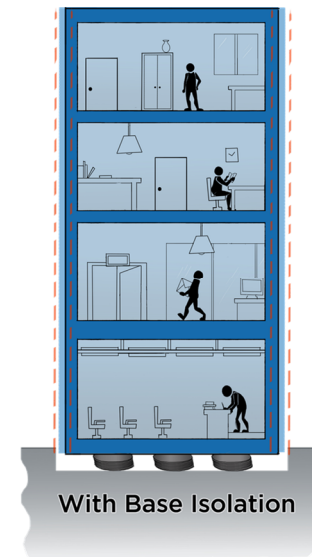
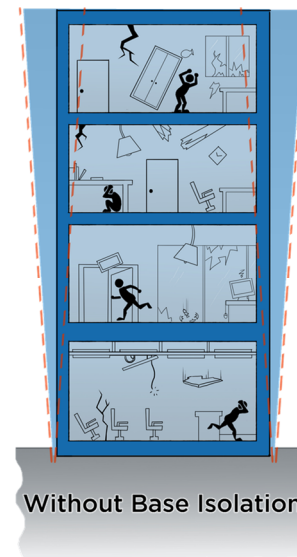
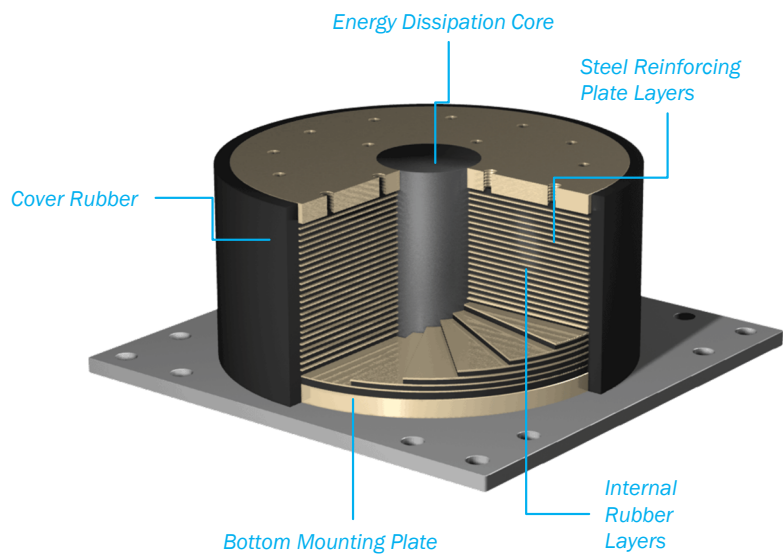
Figure 5: ASCE 7-05 Contour Map (ASCE7-05)

## EVOLUTION OF SEISMIC HAZARD MAPS

- Seismology
- Hazard Map Online tools (USGS, ASCE 7, SEAOC/OSHPD, ATC)
- Site Specific Hazard Investigations

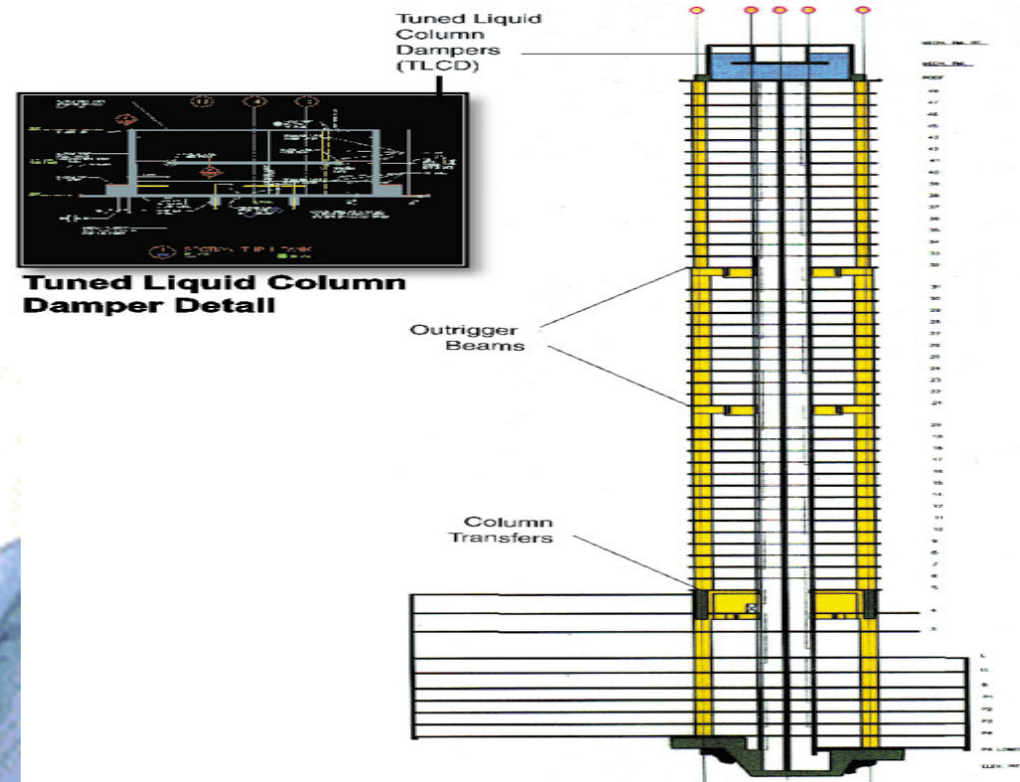
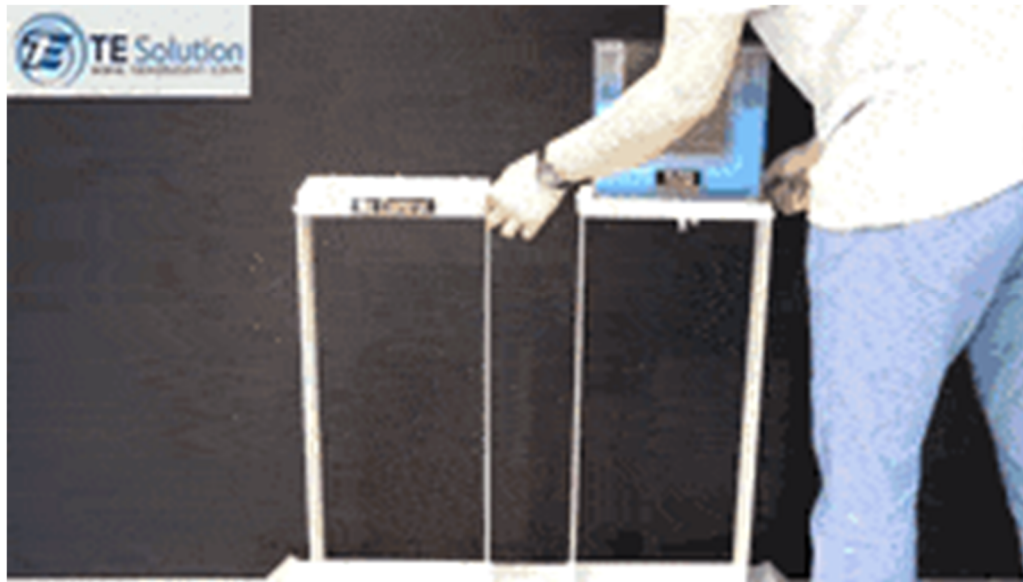






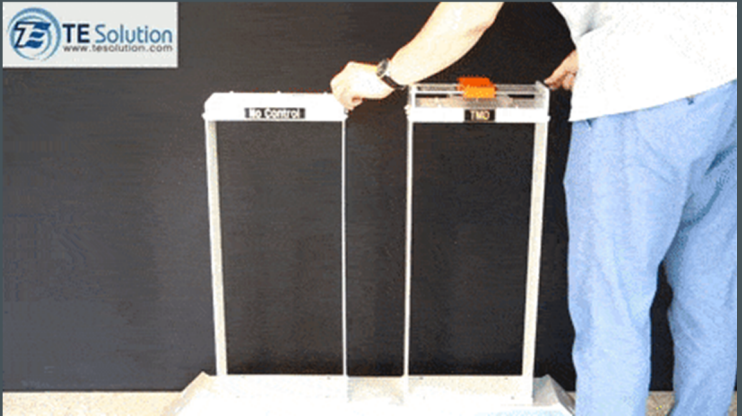


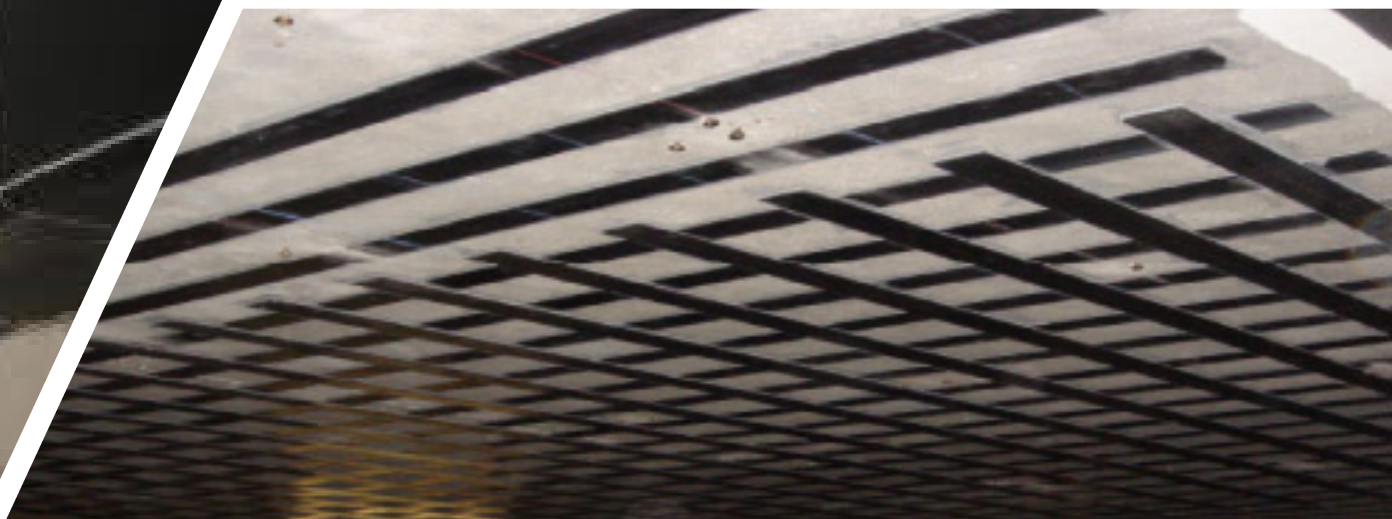
# TUNED LIQUID DAMPER



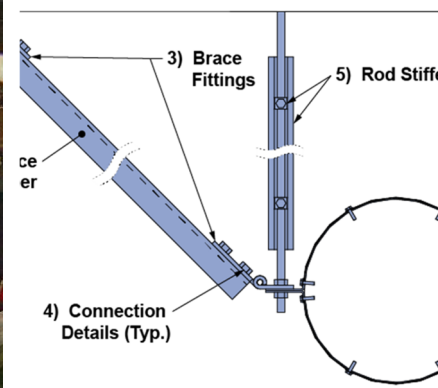
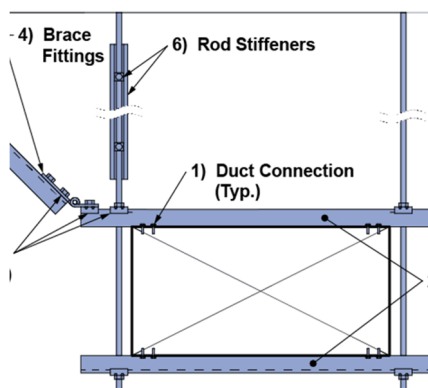
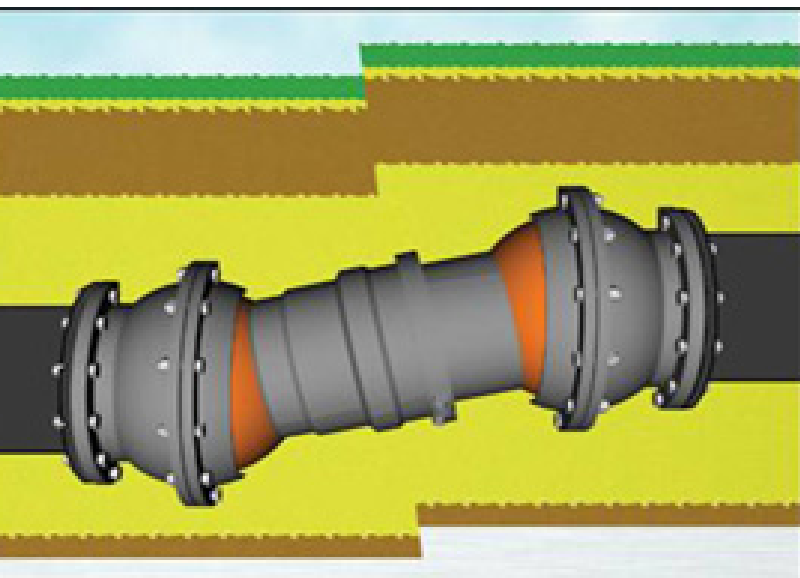
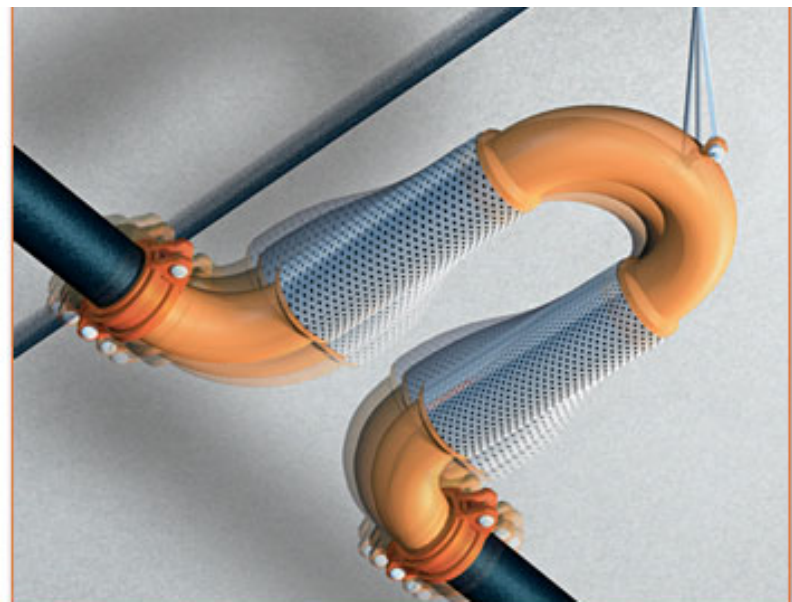


# TUNED MASS DAMPER











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## WHAT EMPLOYERS LOOK FOR IN ENTRY LEVEL APPLICANTS

- School (Regional reputation)
- Master's Degree
- Transcripts . Coursework
- Grades . Relative
- Curiosity . Passion
- Communication Skills
- Technical Competence
- Trainability
- Self Motivation
- Professionalism . Maturity
- Relevant Internships

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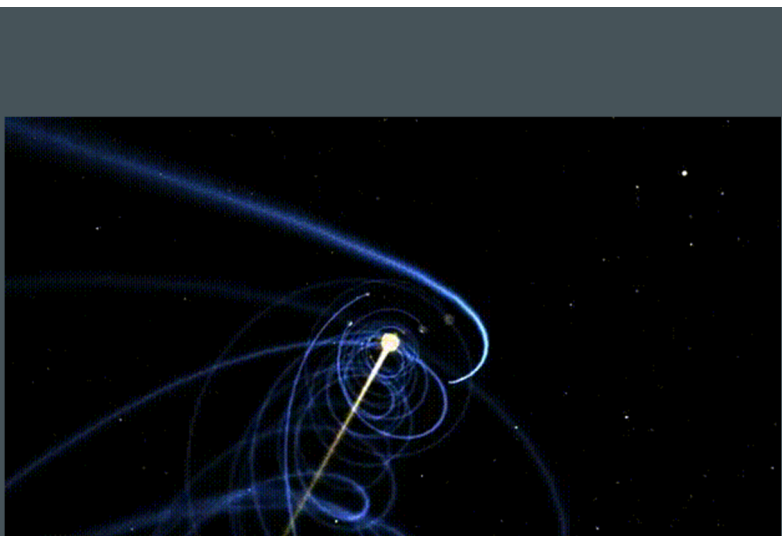
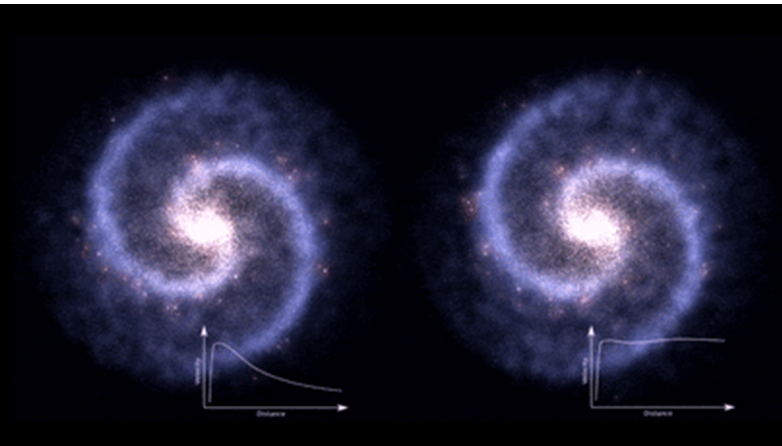
## INTERVIEW PREP

- Do Some Research Beforehand re: Company
- Be Prepared w/ Questions of Your Own
- Careful w/ Online Research into Compensation (as reliable as “Average Weather in SF/LA”)
- Take Office Tour
- Talk to a Younger Engineer
- As About the Various Topics Discussed Previously
- Schedule Interviews in Bundles When Possible (Multiple Offers Give you Some Leverage)
- (Don't Over) Negotiate



# WILL YOU BE READY?

- Zzzzzz! Huh, wha'?
- Don't care
- Thanks, but no thanks
- Doesn't seem hard
- Whoa, that seems way too complicated
- I want to be ready, tell me more..
  - What concepts do I REALLY need to know?



## ISAAC NEWTON

- Key figure of the Enlightenment
- During **QUARANTINE** (Great Plague of London)....
  - Calculus
  - Optics
  - Mechanics, Gravitation, Laws of Motion



# VITAL KNOWLEDGE

## ■ STATICS & MECHANICS

- [STATIC EQUILIBRIUM](#)
- INTERNAL FORCES
- MATH: [ALGEBRA](#) . [TRIGONOMETRY](#) . MATRIX

## ■ DYNAMICS

- [HARMONIC OSCILLATION](#)
- VIBRATIONS, MODES, WAVES
- MATH: [CALCULUS](#) . [FOURIER](#)

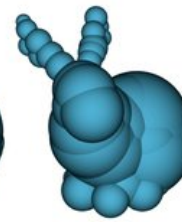
How do bunnies behave in the wild



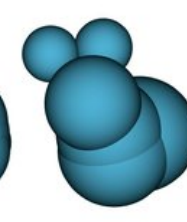
How do bunnies jump so well



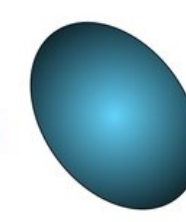
How do you know when you've spotted a bunny



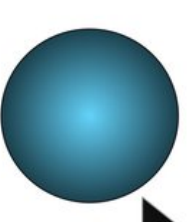
Where is a bunny's center of mass



How do you know when you've spotted a bunny



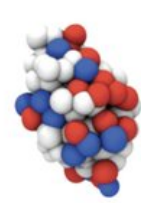
How much heat energy does a bunny produce



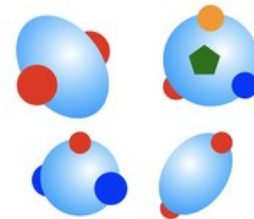
Degree of Coarse-graining



Protein crystal structure



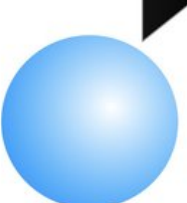
Amino acids as spheres (color code: charge state)



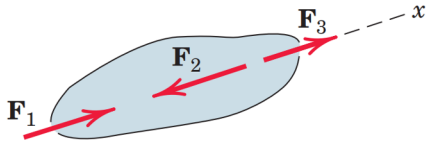
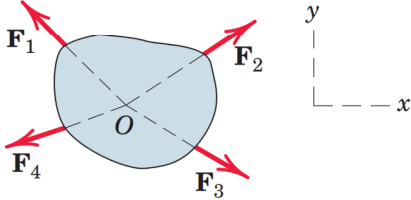
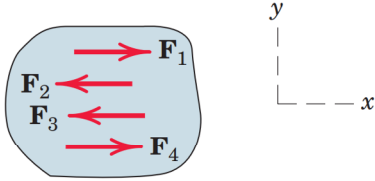
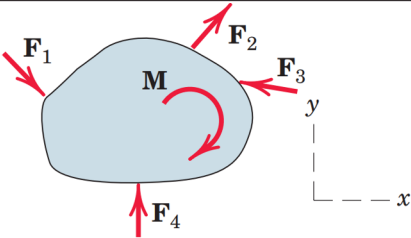
Directed interactions: Shape, number, size etc. of patches; nature & range of patch interactions



Particle shape/ anisotropy

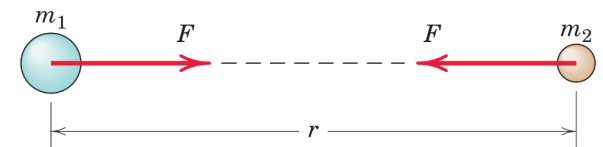


Spherical; Isotropic interaction potential

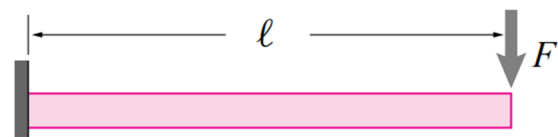
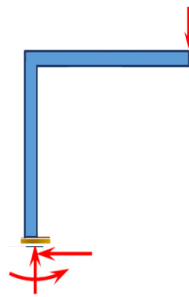
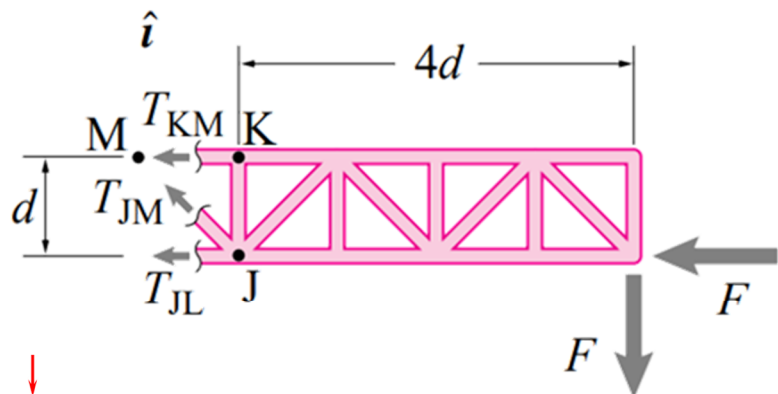
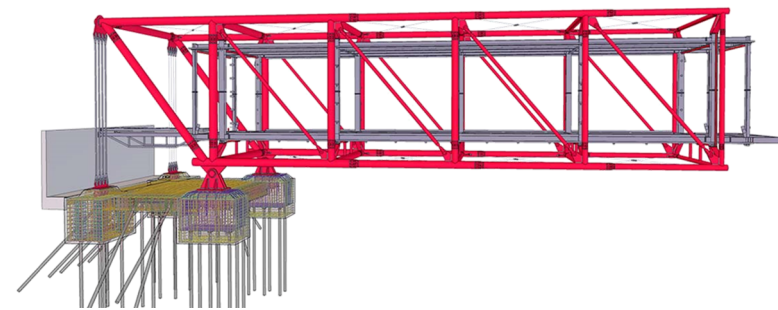
CATEGORIES OF EQUILIBRIUM IN TWO DIMENSIONS		
Force System	Free-Body Diagram	Independent Equations
1. Collinear		$\Sigma F_x = 0$
2. Concurrent at a point		$\Sigma F_x = 0$ $\Sigma F_y = 0$
3. Parallel		$\Sigma F_x = 0$ $\Sigma M_z = 0$
4. General		$\Sigma F_x = 0$ $\Sigma M_z = 0$ $\Sigma F_y = 0$

$$F = G \frac{m_1 m_2}{r^2}$$

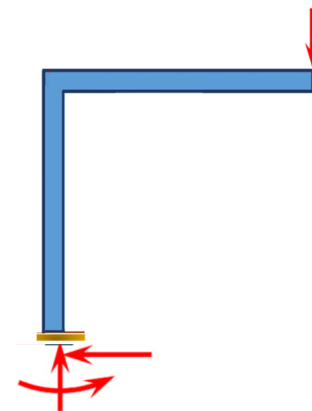
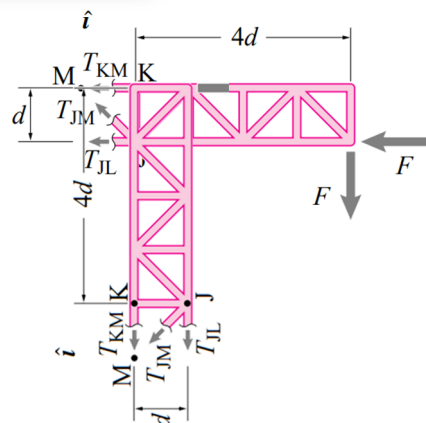
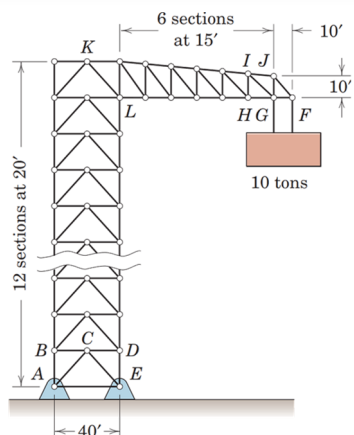
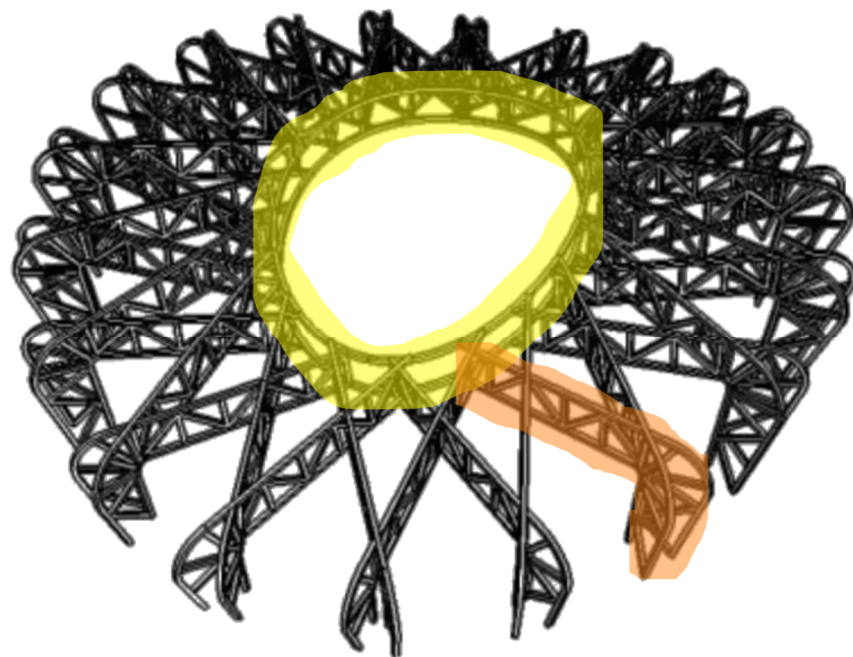
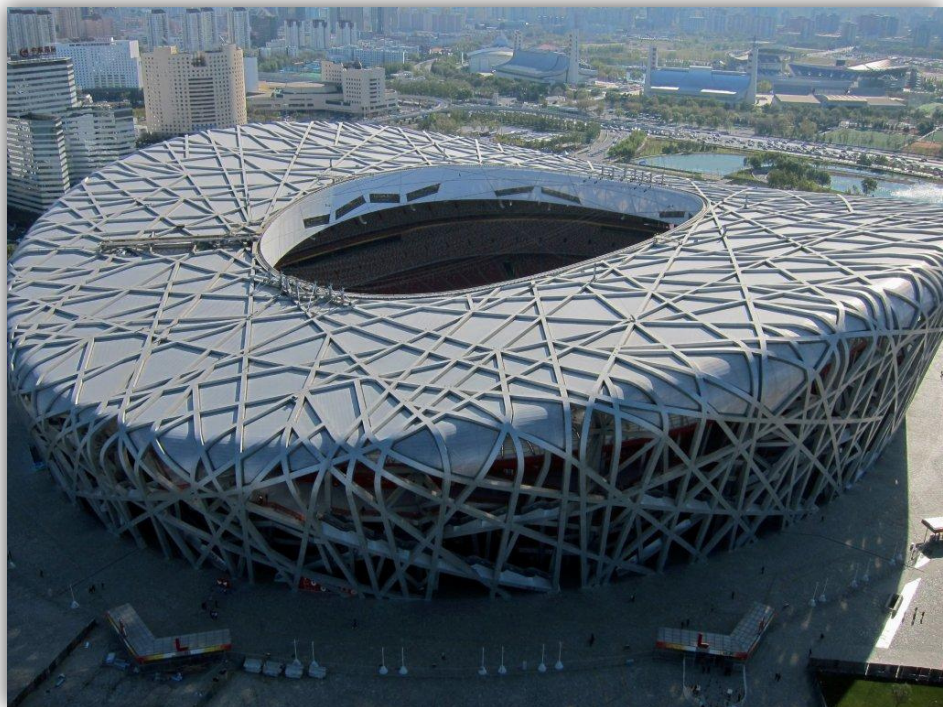
$$\mathbf{F} = m\mathbf{a}$$

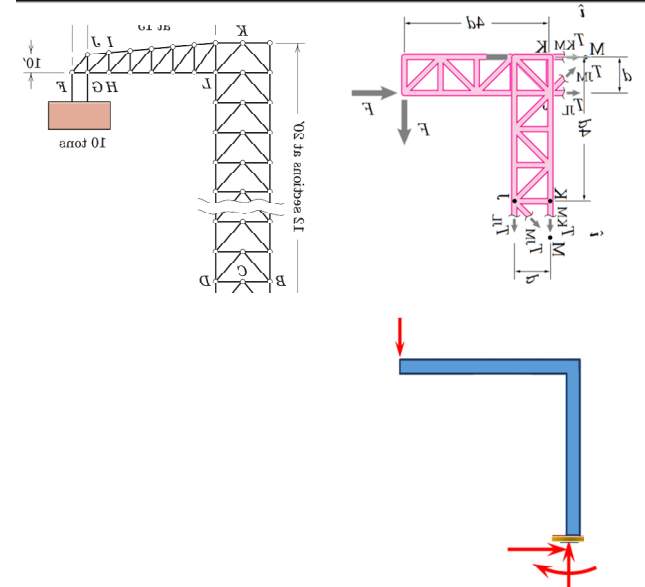
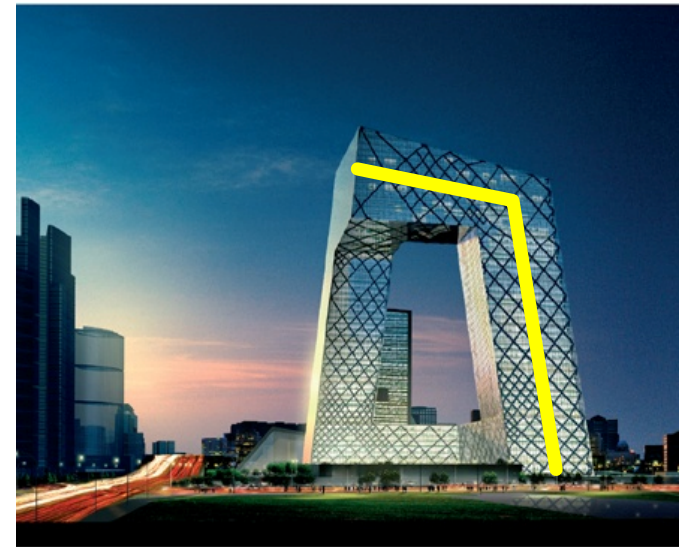


[illegible]

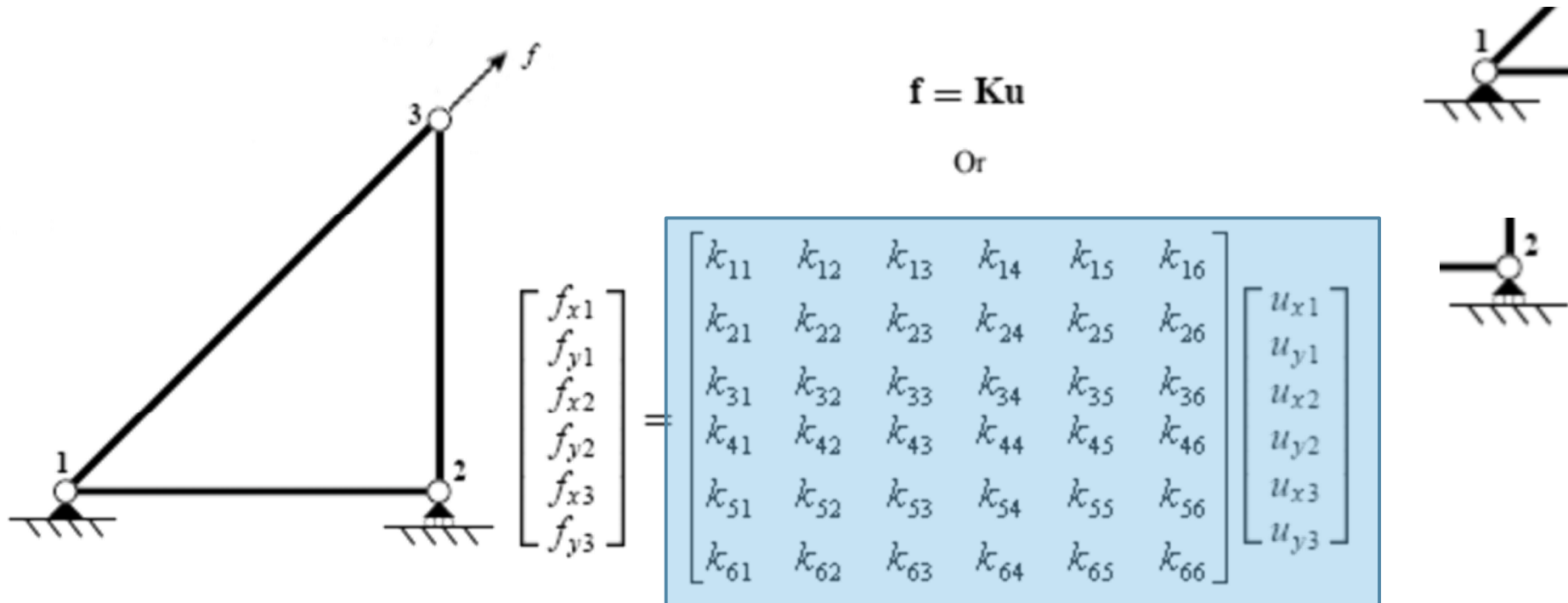




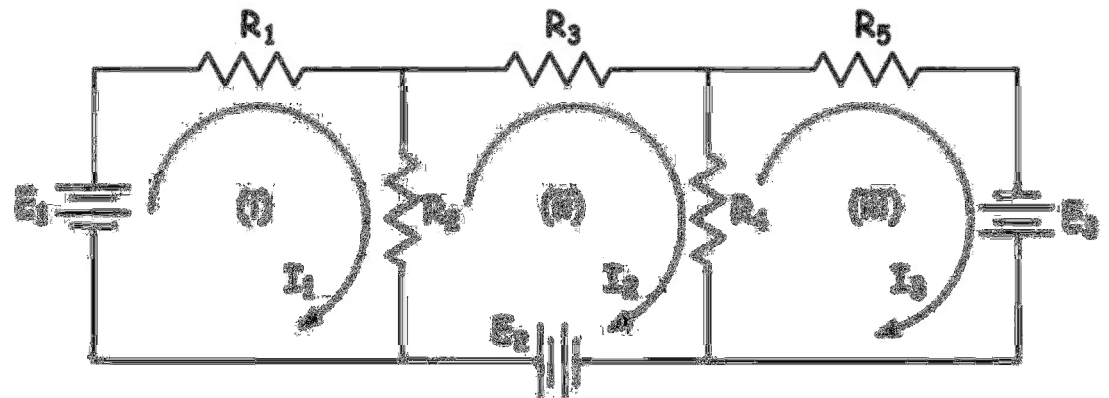
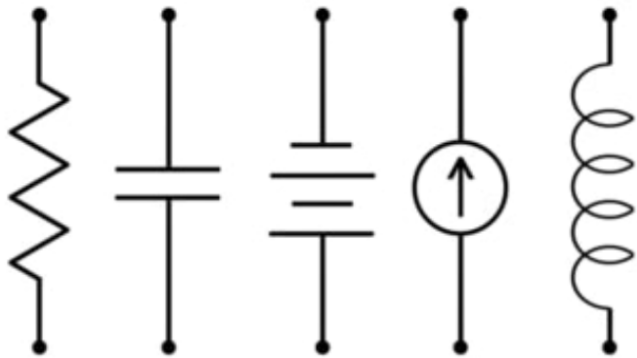




# FORCE FLOW IN STRUCTURES – MATRIX ANALYSIS



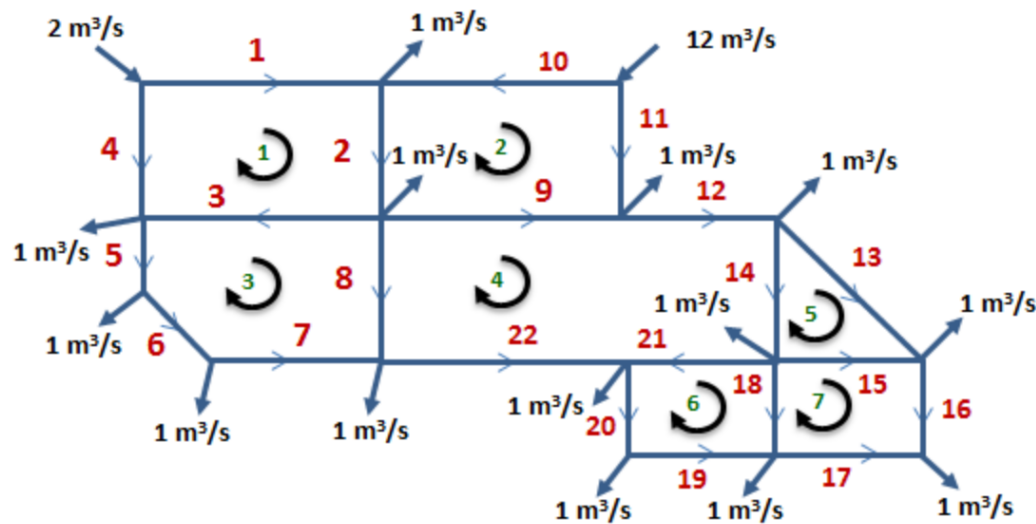
# ELECTRICAL FLOW IN CIRCUITS – MATRIX ANALYSIS



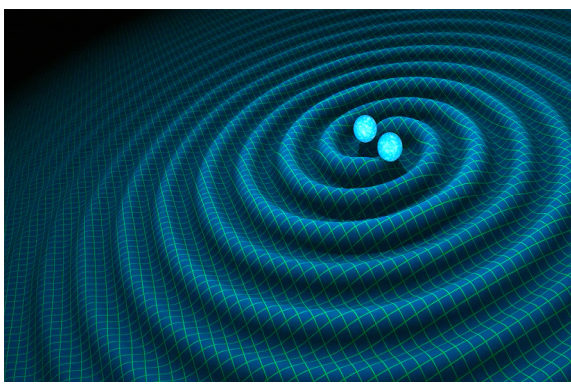
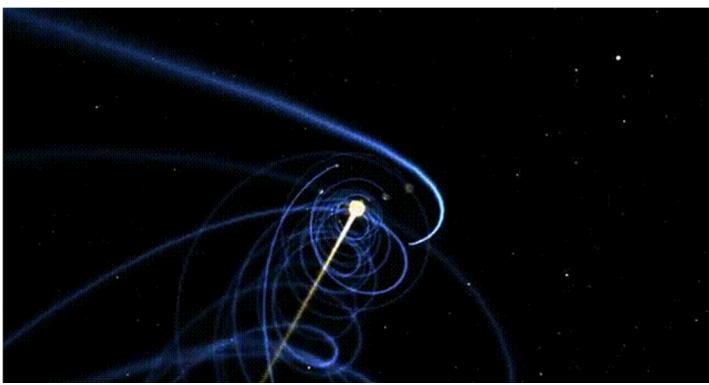
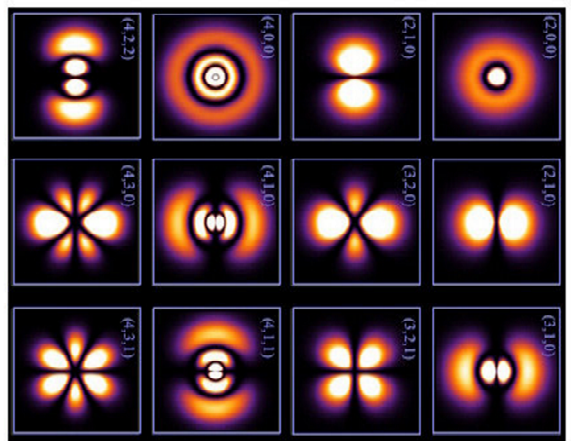
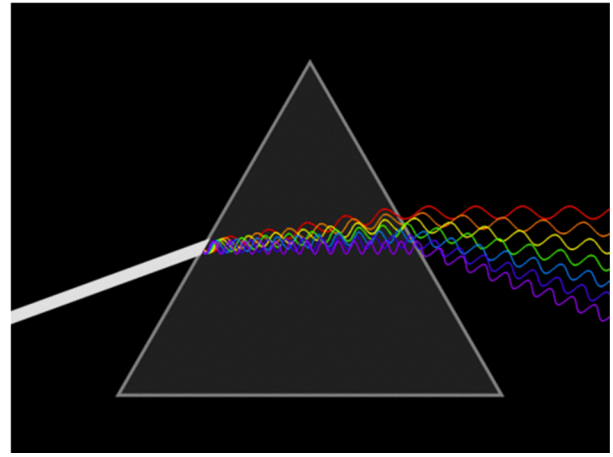
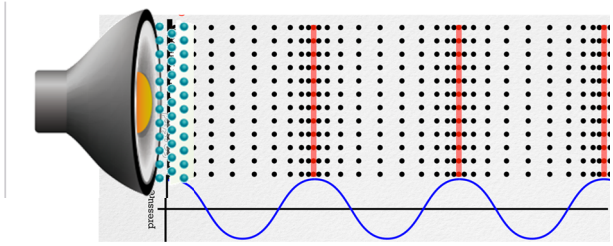
$$\begin{bmatrix} (R_1 + R_2) & -R_2 & 0 \\ -R_2 & (R_2 + R_3 + R_4) & -R_4 \\ 0 & -R_4 & (R_4 + R_5) \end{bmatrix} \begin{bmatrix} I_1 \\ I_2 \\ I_3 \end{bmatrix} = \begin{bmatrix} E_1 \\ E_2 \\ E_3 \end{bmatrix}$$



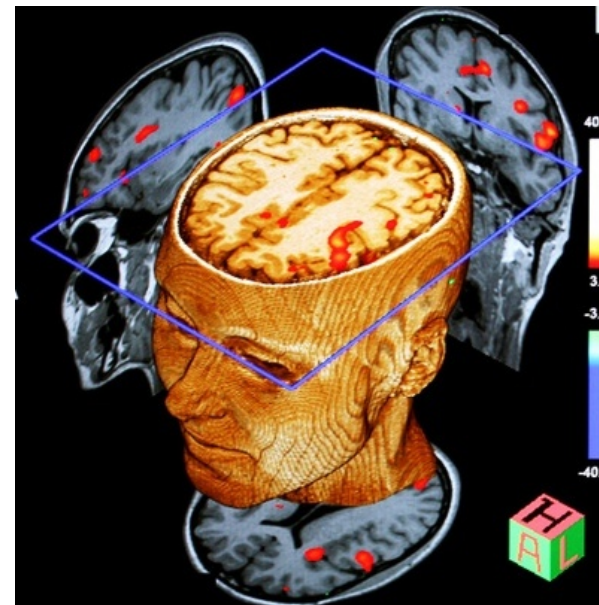
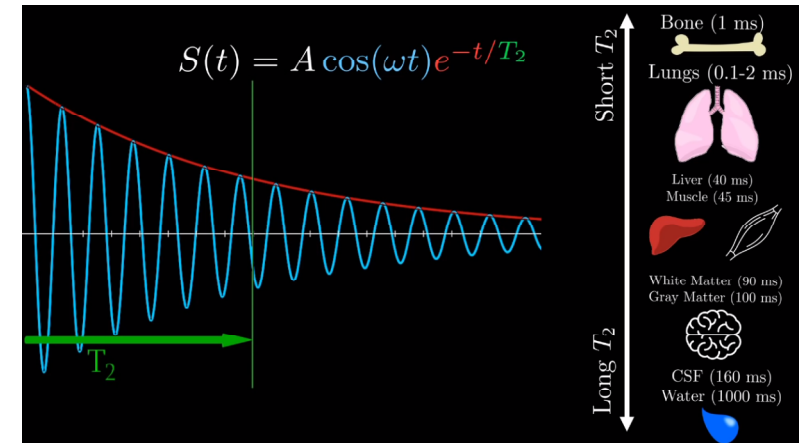
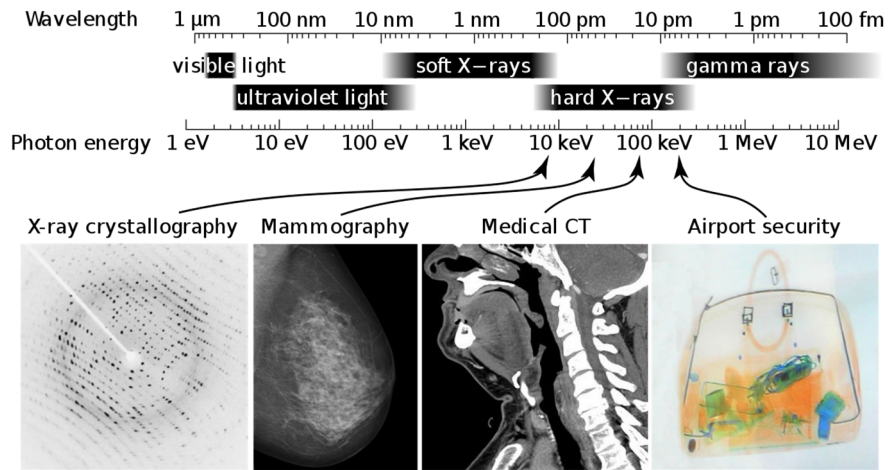
# FLUID FLOW IN PIPING NETWORKS – MATRIX ANALYSIS



	A	B	C	D	E	F	G	H	I	J	K	L
93	Iteration											
94	5	Pipe	Flow	Length	Diameter	e/D	Velocity	Reynold's	Friction			
95			m³/s	m	m		m/s	Number	Factor, f	K	hL	nHL/Q
96		1	0.205	300	0.30	0.00087	2.90	869910	0.019	199	8.34	81.42
97		2	0.095	250	0.25	0.00104	1.94	483995	0.021	435	3.93	82.61
98		5	0.080	350	0.20	0.00130	2.54	507484	0.022	1949	12.38	310.66
99		3	0.125	125	0.20	0.00130	3.99	797381	0.021	689	10.82	172.72
100		6	0.033	350	0.20	0.00130	1.05	210734	0.022	2010	2.20	133.09
101		7	0.030	125	0.20	0.00130	0.95	189174	0.022	722	0.64	42.90
102		4	0.095	300	0.20	0.00130	3.02	604994	0.021	1663	15.02	316.17
103		8	0.008	125	0.15	0.00173	0.44	66630	0.025	3455	0.21	54.24
104		9	0.087	350	0.20	0.00130	2.78	555021	0.022	1944	14.78	339.04
105		10	0.063	125	0.15	0.00173	3.55	533211	0.023	3133	12.36	393.64
106												
107		Coefficient Matrix				Inverse					F	DQ
108			707.16	-172.72	-54.24		1.53E-03	4.32E-04	1.53E-04		0.00	0.00000
109			-172.72	659.37	-133.09		4.32E-04	1.68E-03	2.69E-04		0.00	0.00000
110			-54.24	-133.09	920.01		1.53E-04	2.69E-04	1.13E-03		0.00	0.00000



# X-RAYS & MRI'S





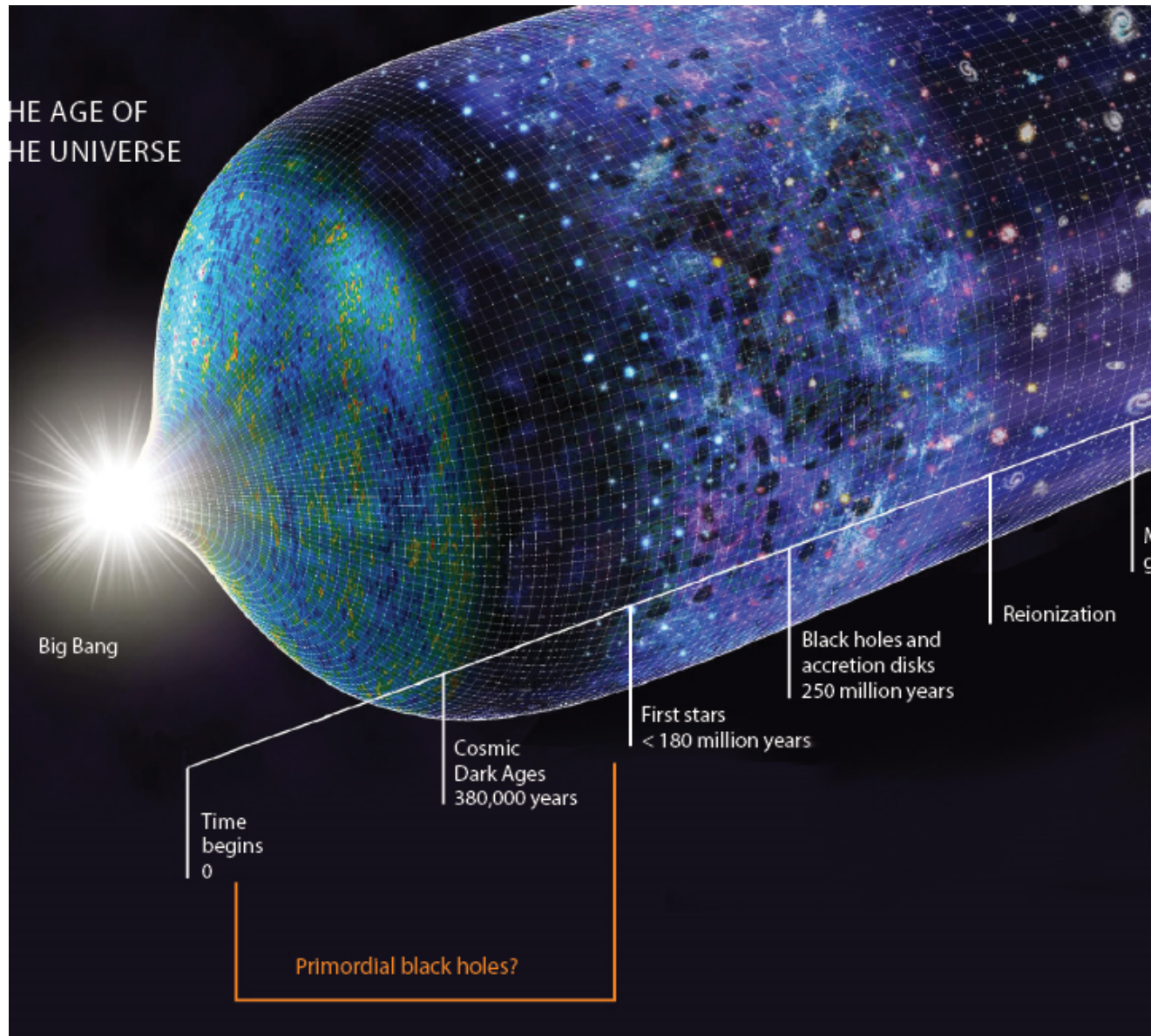


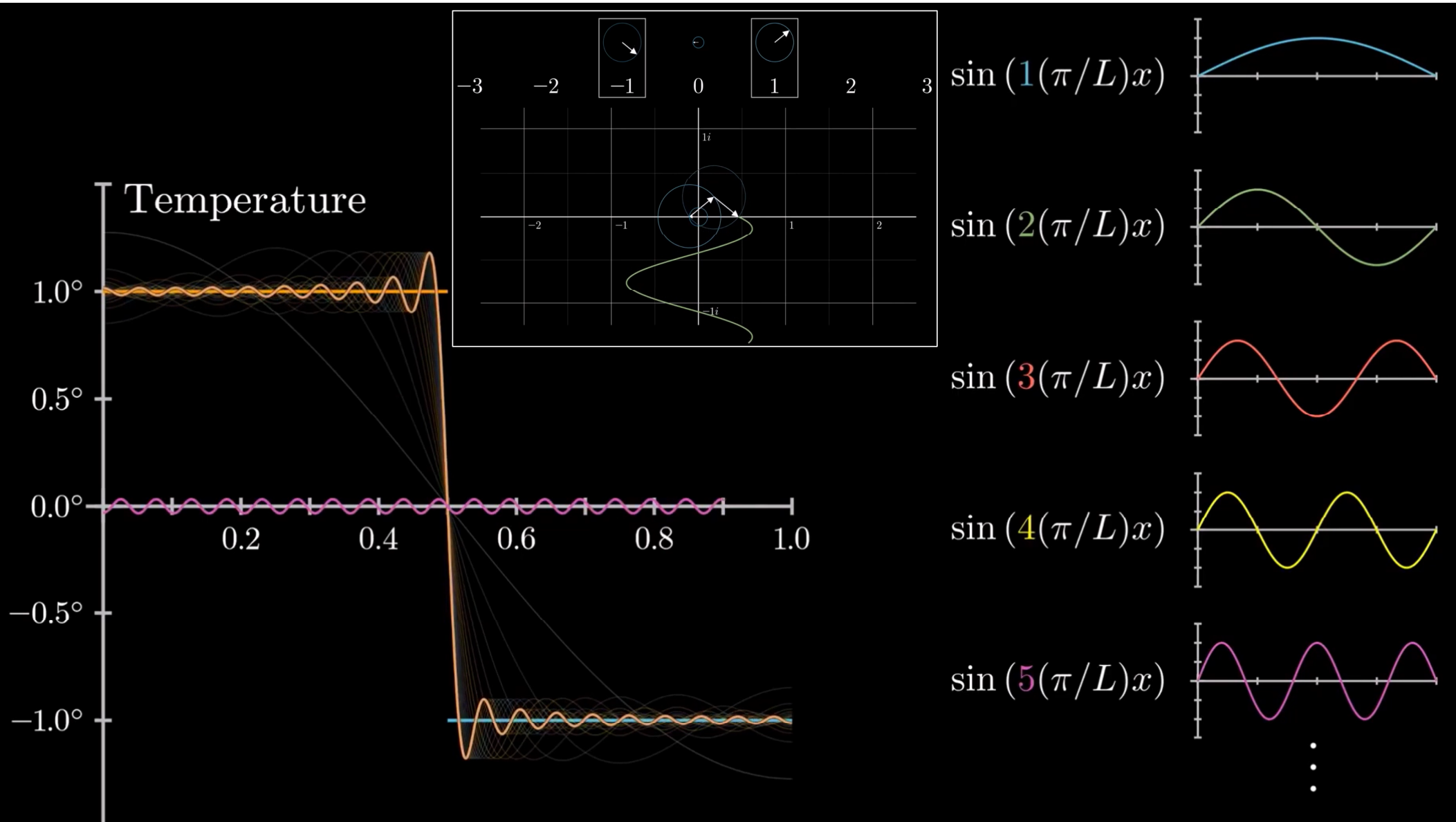


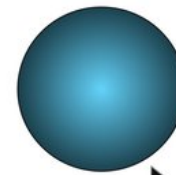
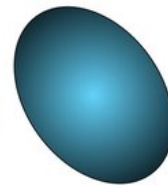
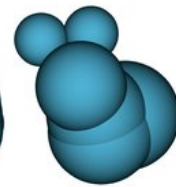
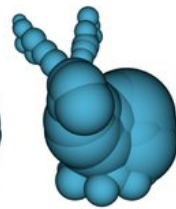


## LIGO – GRAVITY WAVE DETECTOR

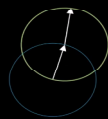
- Gravitational Wave Detector
- Look past [Cosmic Dark Ages](#)







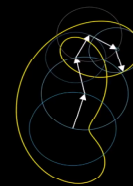
Approximation using 2 vectors



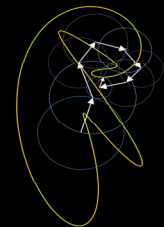
Approximation using 3 vectors



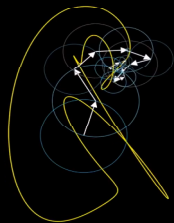
Approximation using 6 vectors



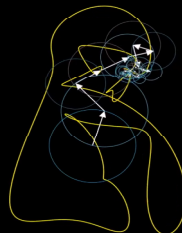
Approximation using 9 vectors



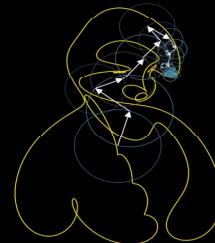
Approximation using 15 vectors



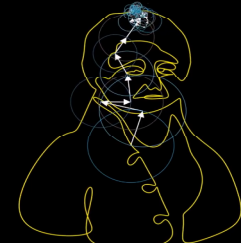
Approximation using 27 vectors



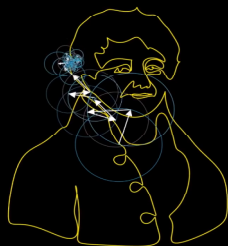
Approximation using 46 vectors



Approximation using 111 vectors



Approximation using 172 vectors



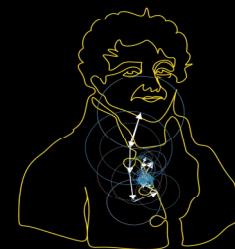
Approximation using 198 vectors



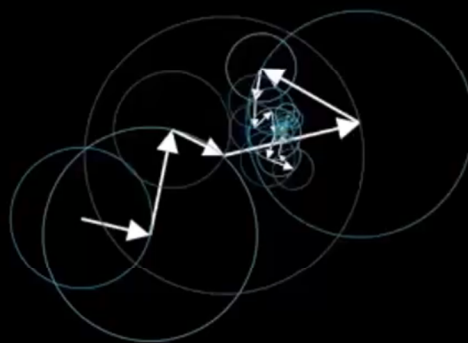
Approximation using 220 vectors

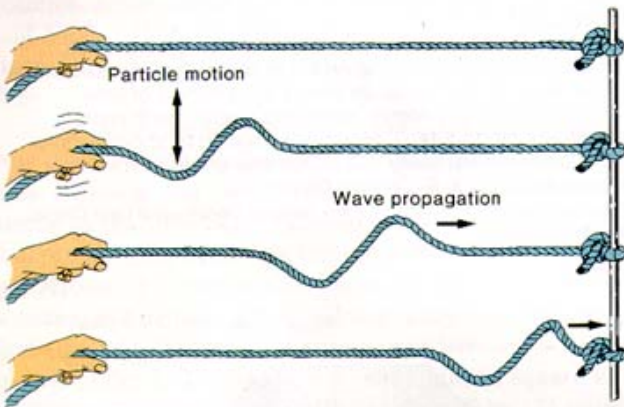
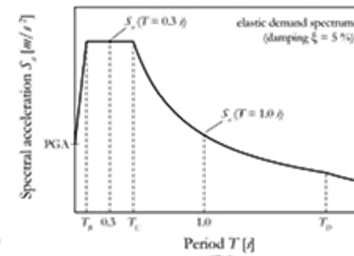
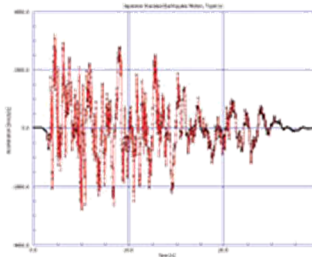
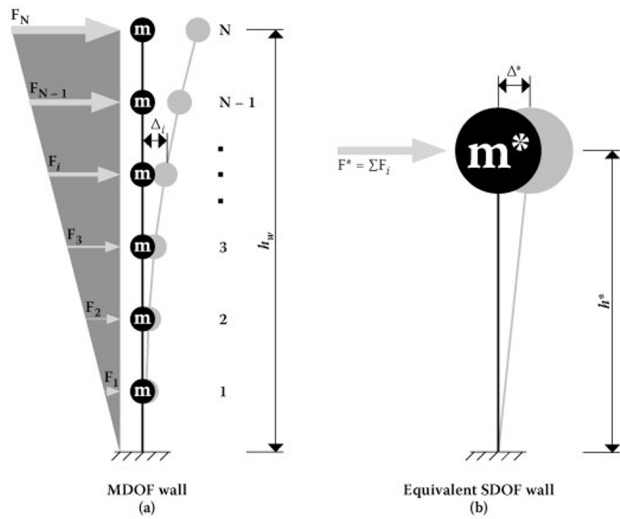


Approximation using 250 vectors









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## ONLINE REFERENCES

- Youtube Resources that could really help
  - Math – [3Blue1Brown](#), Numberphile, Stand-up Maths
  - Engineering – [The Efficient Engineer](#)
  - Many online courses for free from all over the world
- For fun:
  - Cosmology – [David Butler](#), PBS Spacetime, SpaceRip
  - Science – Veritasium, Professor Dave Explains, World Science Festival, [Minute Physics](#), [Stated Clearly](#)
  - Podcasts - [Mindscape](#)



## LAST WORDS

- Prioritize learning the **concepts** first, the rest will come easier
- The future is **contingent** on the now, be diligent
  - Be **present** in class
  - Ask **questions**, Go to office hours
  - Focus on **learning** and the grades will likely follow
- I am **volunteering** personal time for **any questions** you may have on any of the topics discussed today. **ET has my contact** and can share it with you.